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Inside Balok's First Federation ship

U.S.S. PROMETHEUS NX-59650
STARFLEET prototype stolen by Romulans

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THE UNITED FEDERATION OF PLANETS

THE FEDERATION AND GENETIC ENGINEERING

THE UNITED FEDERATION OF PLANETS

Early genetic experiments on humans proved disastrous, forcing the Federation to make non-essential enhancements illegal. But some still seek out the advantages offered by genetic manipulation.

The **United Federation of Planets** carries out a wide variety of mainly beneficial genetic research at facilities around the **Alpha Quadrant**, such as the **Darwin Genetic Research Station** located on **Gagarin IV**. But the organization has a clear policy concerning genetic engineering on human beings: resequencing is strictly forbidden for any reason other than to repair serious birth defects. To further strengthen this policy, and reduce the incentives by which parents might be tempted, any genetically enhanced human is barred from service in **Starfleet** and from pursuing many other occupations, such as medicine. Parents who are caught carrying out genetic enhancements on their children face imprisonment.

This policy was developed early in the history of the Federation, influenced by the events of the **Eugenics Wars** of the late 20th century, and the need for it was reaffirmed by the reappearance of **Khan Noonien Singh** in 2267. Despite the courtesies extended to him, Khan's megalomania soon resurfaced; his ambition and thirst for power had been enhanced along with his intellect and physique. Such mental instabilities often seem to affect the genetically-enhanced.

The Federation conducts genetic research at many facilities, but all experiments are carefully regulated. When the rules are broken, the consequences can be disastrous.

Taking the risks

There have been colonies based entirely upon genetic engineering, such as the one on **Moab IV**, but they have cut themselves off from the Federation and all other outside contact in order to keep the 'corruption' of outside interference away from their experimental society. Such practices are not tolerated on worlds that wish to retain Federation membership.

But in spite of the law and its careful enforcement, and the taboo against genetic engineering, it still happens. One of the more popular sites for genetic enhancement is the hospital on **Adigeon Prime**; the possible improvements available to parents who bring their children here include improved mental abilities, improved hand-to-eye coordination and reflexes, and improved vision. The parents are not usually acting for purely selfish reasons; they see their children falling behind at school and want only to see them given a chance to succeed. They know the possible consequences they face for attempting to save their children from a life of remedial education and underachievement, but many are prepared to take their chances.

Problems occur

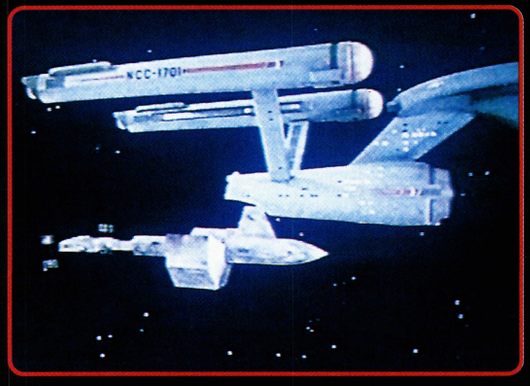
Sadly, parents rarely find that the efforts to improve their children meet with the success they expect. The hope is that the enhanced child will be able to pass as normal, but this is not always the case. By the time some of these children are five or six years old, the side effects of their enhancement begin to become obvious, and their parents have to come forward so their offspring can get treatment.

These children face disenfranchisement at best, and the worst affected may become institutionalized. These unfortunate individuals spend the rest of their lives in controlled environments, studied by medical staff. Sadly, there is little

THE EUGENICS WARS

Incredible survival

The Eugenics Wars of the late 20th century were caused by a group of genetically engineered 'supermen', the product of a selective breeding program. Believing that their superior abilities gave them the right to rule, the supermen seized power in more than 40 nations in less than a year. They were eventually overthrown in 1996, and most were killed. However, some escaped; more than 70 survived in suspended animation aboard a sleeper ship for nearly 300 years.



From 1992 to 1996, Khan Noonien Singh was absolute ruler of more than a quarter of Earth, including South Asia and the Middle East.

Khan was the last of the tyrants to be overthrown. He escaped Earth in 1996 in the sleeper ship the S.S. BOTANY BAY.

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The Guide to the STAR TREK Galaxy

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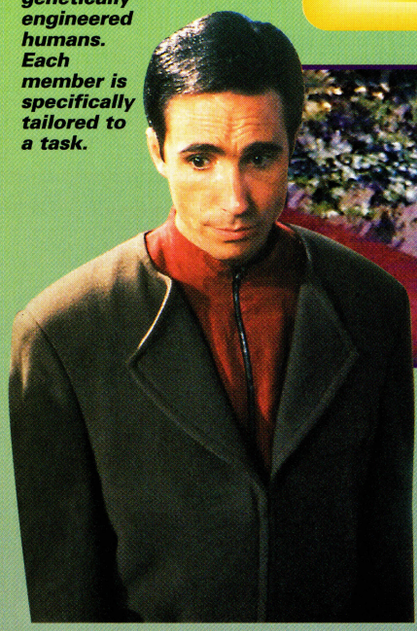
THE UNITED FEDERATION OF PLANETS

THE FEDERATION AND GENETIC ENGINEERING

THE UNITED FEDERATION OF PLANETS



Aaron Conor leads the Genome colony of Moab IV, an isolated, self-contained colony of genetically engineered humans. Each member is specifically tailored to a task.

The colony values artistic talent as well as scientific ability. Artists and musicians are also bred with specific skills, such as this young pianist.

When the colony is forced to accept outside aid, 23 members, including scientist Hannah Bates, choose to leave and reintegrate with the Federation.

the doctors can do; cases are rare and there is no standard treatment.

Several institutionalized genetically-enhanced patients are taken to ***Deep Space Nine*** in 2374, to visit **Dr. Julian Bashir**, who was himself successfully enhanced as child; it is hoped that he will inspire them to attempt to fit in and become more productive members of society, even though some career choices are denied them. His plan to involve them in the strategies against the **Dominion** seems to be a good one; the patients are never more engaged than when they are analyzing the negotiations between the Federation and the Dominion.

Quick thinkers

The group are able to offer **Starfleet Command** detailed statistical information about the probabilities of success or failure of each negotiating move made. However, when they finally come to the conclusion that the war against the Dominion is unwinnable, and will come at a high cost to the Federation population, they cannot stop themselves from taking matters into their own hands. They make a plan to pass on strategic information to the Dominion so that the war will be over more quickly, thus saving lives.

It is only because one individual realizes that perhaps their statistics may have missed something that priceless strategic information is prevented from falling into the hands of the Dominion. The Federation is once again reminded that genetically enhanced individuals have a dangerous tendency to believe in their own superiority without considering that they may be wrong.

Some of the most commonly held beliefs about genetically enhanced humans may seem unfair. The desire for perfection has been pursued in various forms through the ages, and the 24th century is no exception. One objection voiced is that if genetically enhanced people were allowed to compete freely, parents would feel pressured to have their children enhanced so that they could keep up. But even this does not, in itself, mean that genetic enhancement is a bad thing. The problem seems to be that many enhanced humans feel unnecessarily limited, caught between their gifts and the restrictions placed upon them by society; they know that they are more intelligent, more able, and yet are expected to keep their arrogance and perceived superiority in check. In the end, experience has shown that society must protect itself from those who would act as gods, and experience bears out that most genetically enhanced humans find it almost impossible to hold themselves in check with the values of average human society.

Khan's superior intelligence means that when he wakes up after 280 years in suspended animation, he picks up the 23rd century technology almost at once.

Khan and his followers are eventually exiled to Ceti Alpha V. When the planet suffers a terrible ecological disaster, the genetically enhanced supermen are able to survive the harsh conditions, but they prove too much for Khan's unenhanced wife.

Dr. Julian Bashir's parents hide the truth about his genetic enhancement for two decades, allowing him to join Starfleet and train as a doctor. When they are discovered, Richard Bashir is imprisoned.

Bashir is introduced to a group of genetically engineered humans who have been institutionalized for most of their lives. It is hoped that he can help to get through to them.

The enhanced group quickly grasp the finer details of the Dominion situation. They easily gain new and remarkable insight and suggest alternate strategies.

GALAXY FACTS

One venue for genetically engineered humans is quite possibly the Starfleet secret service known as Section 31. This may be why they attempted to recruit Dr. Julian Bashir.

Richard Bashir pleads guilty to illegally genetically enhancing his son. He is sentenced to two years in a maximum security penal colony in New Zealand.

THE MIKHAL TRAVELERS

OTHER GROUPS AND RACES

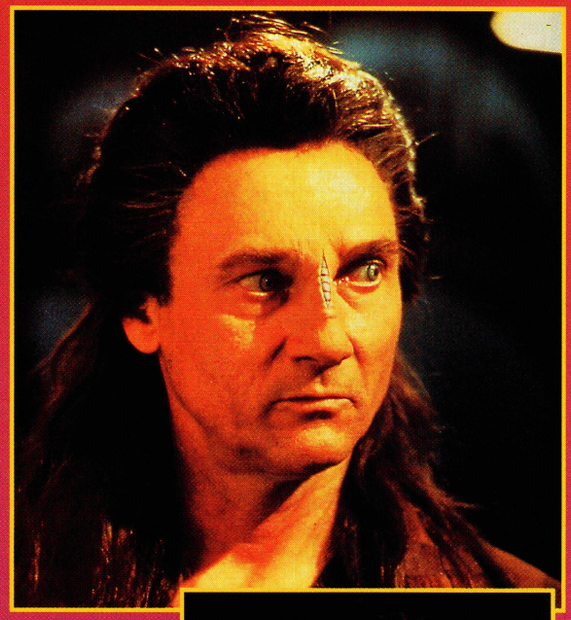
The Mikhal Travelers are **Delta Quadrant** nomads, roaming the vast distances of space for the love of adventure. They care nothing for the missions of exploration that drive **Starfleet**'s voyages, and are more akin to the gypsies that roamed the Europe of old Earth.

The **Mikhal Travelers** live a peaceful, nomadic life, journeying through the **Delta Quadrant**; there is evidence to suggest that they may have lived this way for more than 10,000 years. The way the Travelers live varies from individual to individual, and it is unknown whether or not there is a Traveler homeworld.

Their journeys are ungoverned, and appear to serve no overriding purpose to the larger society. This stands in stark contrast to **Starfleet**, and the guiding principle of the **Prime Directive**. In the eyes of Starfleet officer **Tuvok** of the ***U.S.S. Voyager NCC-74656***, it appears that the Mikhal Travelers have "no sense of responsibility to the ideals of exploration," and the ship's **EMH** describes them as "risk-taking thrill seekers." In their defense, the Travelers are quick to point out that they only take such risks alone, and not when they are carrying passengers.

Wandering the stars

Mikhal Travelers simply pick out a direction and go; they have no particular mission, just a driving passion for the new, the undiscovered, the journey itself.



The Mikhal Travelers have ridged noses and long, dark hair that is often tied back.

Their ships are capable of high **warp** speeds, allowing them to travel immense distances over the course of their lifetime. They carry only a pilot and a navigator, and can be operated by a single crew member.

The Travelers are similar in height, weight, and shape to humans, the only obvious distinction being a ridged nose similar to **Bajorans**, and very light blue eyes. They generally wear their thick, dark hair long and pulled back away from their face, and most

There are men and women among the Traveler groups. Both sexes favor loose, dark clothing that they augment with fine jewelry. The women wear fancy scarves.

NOMADIC LIFE

Beautiful views

One Mikhal Travelers' outpost is built in a lush, forested area of a Class-M planet. The natural beauty of the site is astounding; a short walk from the lodge leads to romantic views across the settlement, and provides a perfect vista for watching the moons set.

This settlement is typical of the network of stations maintained by the Mikhal Travelers. Nestled among rolling hills, it offers a welcome break from the bleak emptiness of space.

Race	Mikhal Travelers
Type	Nomads
Quadrant	Delta
Inhabitants	Humanoid
Homeworld	Unknown
Environment	The Mikhal Travelers' outpost visited by the U.S.S. VOYAGER was on a Class-M planet, suggesting that they originated in this type of environment.
Features	The Travelers journey across the Galaxy in small ships. They are interested only in the thrill of adventure.
Government	The Travelers have a code of ethics, but no formal government.
Starship log	STAR TREK: VOYAGER 'Darkling'

OTHER CARDS IN THIS FILE...

65 THE FABRINI
104 THE NYRIANS
106 THE HIROGEN

SEE OTHER FILES...

STARFLEET PERSONNEL.....File 43
STAR TREK: VOYAGER.....File 71

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GALAXY FACTS

- Mikhal Traveler Zahir wants to explore the Sylleran Rift.
- The Mikhal Travelers have a saying, "My course is as elusive as a shadow across the sky." It can be found written on rocks at their outposts.
- As the Mikhal Travelers' ships travel faster than Starfleet vessels, certain dangerous space phenomena pose less threat.

OTHER GROUPS AND RACES

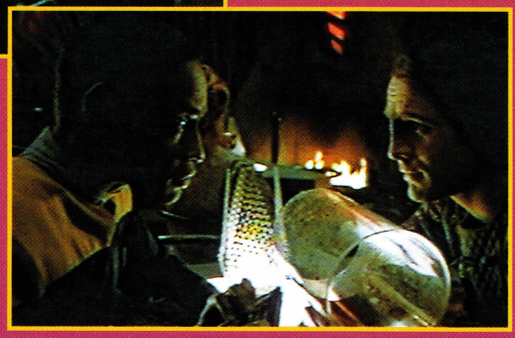
MIKHAL TRAVELERS

OTHER GROUPS AND RACES

The U.S.S. VOYAGER visits a Mikhal Traveler outpost on Stardate 50693, hoping to obtain information on the area of space that lies ahead. The Travelers are not explorers as such, but they have built up extensive knowledge of the area.

The way stations contain taverns such as this one, where the Travelers can relax and enjoy a drink with their friends. Like all such establishments, some illegal activity goes on here, but in general the Travelers are honest.

Narkahn runs the lodge at the outpost visited by the U.S.S. VOYAGER crew. He is fond of embellishing his past exploits, and is not entirely trustworthy.



The Travelers' maps of the Delta Quadrant are written on transparent, glass-like tubes. Information on certain regions of space is a useful commodity to be traded.

dress in a comfortable outfit of tunic and trousers in dark, practical colors: perfect for a life on the move.

Many Travelers wear elaborate jewelry, including beaded necklaces and large brooches on their collars, which may be some kind of clothes fastening.

After many years of roaming, some members of the Travelers' race choose a more settled life, and man outposts throughout the Delta Quadrant on **Class-M** planets that serve as way stations for their fellows who are constantly on the move. These outposts can be less than a day's travel apart, and generally have places where ships can refuel and be repaired, and medical compounds. Other spacefaring races are also welcome to take advantage of their services.

Lodges on the stations resemble taverns, where Travelers can stop and rest, and enjoy a drink with their friends. The low lighting, provided by individual electric lamps on each table, and a roaring, open fire, give the lodges a warm, friendly feel. Sometimes, however, the lodges play host to illegal activity and secretive deals; some Travelers, such as **Zahir**, describe them as a necessary evil, a place to refuel, but from which to move on as quickly as possible.

The Travelers are not explorers as such, but they do gather knowledge as they go, and are willing to trade this information. Travelers keep maps of the Delta Quadrant, written on transparent, glass-like tubes, and will offer advice on which areas and races to avoid, as well as help with plotting a course.

Unstructured society

As in any society, some Travelers can be considerate, helpful and upright, while a few are duplicitous and mercenary. But, on the whole, most seem friendly and ready to help their fellow spacefarers.

The Mikhal Travelers are guided by joint beliefs, though a loose code of shared ethics seems more likely than any kind of formal government. Their most highly valued principle appears to be freedom, and this guides most of their interactions.

More than anything, the Travelers are individuals. They do not live to leave something behind, but rather for the thrill and risk that only journeying through space can give. Wanderlust is ingrained in their psyche.

NEW LIFE

Seeking a new direction

On Stardate 50693, the *U.S.S. Voyager NCC-74656* orbits a Traveler outpost while Captain Janeway and her crew travel to the planet; they hope to exchange supplies for information about the region of space they will soon be entering. At the outpost, Kes falls for Zahir, an enticingly adventurous and handsome explorer who has extensive knowledge of the territory that lies ahead, and directs the crew to a grouping of asteroids that are rich in vorilium. Kes is quickly enamored with the Mikhal Travelers' way of life, and is eager to try something new; she has already lived a third of her life and is keen to make the most of the years ahead.

Zahir and Kes quickly develop a romantic relationship, and Kes considers leaving *Voyager* to travel with Zahir. Captain Janeway makes it clear that Kes should do what she thinks is best and she eventually decides to stay with her friends.

Zahir is dark and handsome, and his way of life appeals to Kes. As they take walks around the outpost together, he talks to her about his people's history and beliefs.

OTHER GROUPS AND RACES

THE HIROGEN

OTHER GROUPS AND RACES

Of all the races encountered by the *U.S.S. Voyager NCC-74656*, the Hirogen are among the most hostile. This deadly race of hunters will pursue their prey across thousands of light years, never giving up until they catch their quarry.

The **Delta Quadrant** is filled with many strange and unusual species, but the race known as the **Hirogen** are perhaps the most brutal that the ***U.S.S. Voyager NCC-74656*** has encountered.

The Hirogen are nomadic spacefarers who have no known home planet; for what seems to be eons, they have called their spaceships their only home. Most often, they travel alone, but they are occasionally encountered in small groups of hunting packs, and a lone ship that runs into trouble can summon others to its aid.

The Hirogen are larger than a normal human, and their strength is equal to their size; they are capable of matching a **Vulcan** in hand-to-hand combat. They have reptilian skin and no apparent body hair.

Imposing armor

The Hirogen wear heavy, forbidding black body armor that can 'defeat' most hostile environments; one Hirogen boasts that, "I once tracked a silicon-based life form through the neutronium mantle of a collapsed star." The Hirogen often wear mouth guards over the lower half of their faces, but whether this is for breathing or for adaptation is not known; they seem to be perfectly capable of breathing a **Class-M** atmosphere without the guards. In addition, they sometimes wear a narrow visor over their eyes, obscuring their faces completely.

Social structure

Little information is available on Hirogen family structure. No females or children have been seen, and how they reproduce is unknown. What is known is that the Hirogen are driven by the urge to hunt. The pursuit of prey has become their way of life; their entire existence is based on the hunt, including their social rituals, art, and religious beliefs.

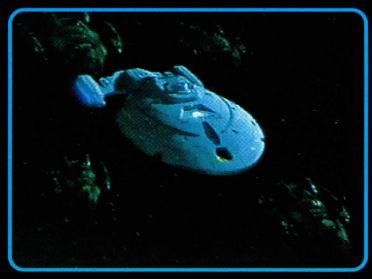
Their pursuit of prey has carried them across huge distances. The Hirogen

The Hirogen dress from head to toe in intimidating black body armor. Their heads are covered by ridged helmets that incorporate a mask across half of the face.

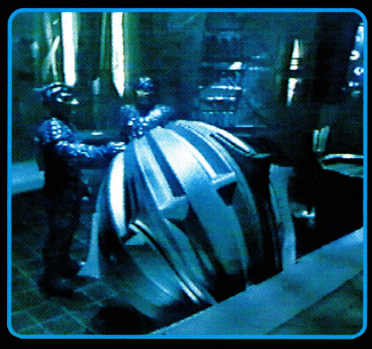
HOME FROM HOME

Hostile travelers

Little is known of the Hirogen's past, or of their homeworld. Their extensive network of communications relay stations is ancient, suggesting that they have been capable of space travel for centuries, but where they build and maintain their ships is unknown. The immediate hostility they show toward other races makes it unlikely that they share others' facilities; they certainly object to other races making use of their technology, and attack any who do. Their only purpose in life seems to be to roam the Galaxy, hunting, intimidating, threatening, and killing any other races they encounter.



Hirogen ships surround the U.S.S. VOYAGER. Their prey, an injured Species 8472 creature, is on board the Federation vessel.



The interior of an Hirogen vessel is dark and forbidding and contains several large, metallic structures. The vast areas have high ceilings.

Homeworld	Unknown
Class	M or similar
Quadrant	Delta
Inhabitants	Reptilian, humanoid
Hierarchies	When traveling in groups, the leader is designated the Alpha-Hirogen. The second in command is called the Beta-Hirogen.
Technology	Warp-capable ships and an extensive network of communications outposts suggests the Hirogen are at an advanced level of technological development.
Society	Hirogen society focuses solely around ritual hunts.
Starship log	STAR TREK: VOYAGER 'Message in a Bottle'

OTHER CARDS IN THIS FILE...

50 SPECIES 8472

53 TOSK & THE HUNTERS

SEE OTHER FILES...

OTHER STARSHIPS..... File 40

STAR TREK: VOYAGER..... File 71

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THE HIROGEN

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

GALAXY FACTS

- **The Hirogen have a vast network of communications relay stations that stretches as far as the outer reaches of the Alpha Quadrant. This may be a kind of trap, allowing the Hirogen to attack races they catch using it.**
- **The Hirogen's first instinct on meeting a new species is to hunt and kill it. This is the exact opposite of Starfleet's intentions.**

Once the Hirogen have started a hunt, they are relentless in their pursuit, even following it down to planets. They prefer to track their prey on foot than use scanners.

The Hirogen are often seen without their face mask, suggesting that it is not a breathing apparatus.

Prey are usually held inside the Hirogen ships in large, forbidding rooms. Weapons line the walls, and the bodies of previous kills are displayed to intimidate the prisoners.

might be considered the wolves of the Delta Quadrant, and their prey is any species unlucky enough to cross their path.

Each group is led by an alpha male. The others in the 'pack' are subordinate to the **Alpha-Hirogen**, whose position is won and maintained by force. A new Alpha-Hirogen will step up to take command whenever the old one shows weakness.

This survival of the fittest within the Hirogen social structure does not mean that there is constant internal battling for superiority, however. There seems to be harmony within the group until failures by the current leader threaten the hunt and force a confrontation, such as when attempts at altering the ways of the hunt, made by the Alpha-Hirogen of the group that takes over *Voyager*, are perceived as a threat to the group. This leader is killed by his immediate subordinate.

The Hirogen seem to have no compassion for sentient life forms of any kind. If a species is weak, they will ignore it. If it offers a challenge, they will hunt it relentlessly, anticipating the final moment, a face-to-face encounter in which the prey will be trapped and exterminated. There is no mercy and no compassion; they think nothing of killing a prey that is badly injured, or too weak to fight back.

The Hirogen ships are as dark inside as the hearts of the species, and span wide areas of the Delta Quadrant in the course of their hunts. A map of one Hirogen vessel's flight path over five years can reveal a trajectory of amazing proportions, covering scores of light years and as many as 90 star systems in a single year. The ships roam in a seemingly random pattern, taking a zigzag course that seems without purpose but that is usually a result of chasing the prey. Although the Hirogen prefer to hunt alone, they will, on occasion, join forces with other ships in a multi-pronged attack when the challenge is great, and the resilience of their prey is strong.

Most of their hunts take place in space, but they will track their prey to a particular planet, asteroid, or small moon, where it seeks refuge. The Hirogen are not known to land on heavily populated worlds; if they do, they do so with stealth. The Hirogen claim to hunt only those species that provide a challenge, claiming "Strong prey makes for a better hunt." In this, they might be termed to show sportsmanship. But when the prey is finally subdued, the Hirogen are anything but sporting when finishing off their capture.

The Hirogen first make contact with the U.S.S. VOYAGER when the ship's crew use their communications network. The Hirogen jam the Starfleet vessel's messages.

The flight path of an Hirogen vessel shows an erratic and apparently random journey.

Trophies

Relics of the hunt are treasured highly by the Hirogen and ships are filled with prized artifacts of their victories, often torn from the bodies of their prey while they are still alive. **Tuvok**, while held captive on a Hirogen ship with **Seven of Nine**, observes the bundled and mounted mortal body parts of countless species; the skeletons from dozens of alien races are displayed like trophies.

There is also evidence that they may use some of their victims for food; they break down the bodies into a protein-rich liquid, kept in large containers inside the ships. Even more frightening are the collections of weapons and strange looking instruments on the walls that look primed and ready to help prisoners join those piles of death. Everything about the Hirogen indicates that the best course of action is to avoid them, if they will let you. For most species, the chances of escape are slim.

TROPHY CABINET

Grim reminders

Held captive on an Hirogen ship, Tuvok and Seven of Nine from the *U.S.S. Voyager* experience firsthand the ceremonial rites of the Hirogen hunt. "I took you on a fair hunt. I claim the relics of the chase," the Alpha-Hirogen proclaims. To ritualize his victory, he opens a pot of black paint and marks Seven, then Tuvok, over the right eyebrow.

The Beta-Hirogen calls the humans "pitiful relics," but the Alpha-Hirogen counters that they are the first of their kind, and that he will be envied; to the Hirogen, finding new races, and being the first one to hunt and kill them carries great status. Individual hunters are very protective about claiming their 'relics' for themselves; sharing the glory does not appear to be a part of the Hirogen's hunting ritual.

An arsenal of primitive weapons is displayed on the Hirogen ship, but they normally use more sophisticated weaponry in their hunts.

The skeletons of past kills hang from the ceiling in nets. They seem to be trophies, reminding the Hirogen and their captives of the success of past hunts.

The FESARIUS: Interior

Outside, the *Fesarius* appears as an intimidating mass of glowing lights, but the interior is built with the comfort of its sole occupant in mind.

In contrast to its massive exterior, the intimate interior of the ***Fesarius*** is luxurious and welcoming. The corridors and outer rooms are slightly cramped by human standards, but are more than large enough for its single crew member, **Commander Balok**, who is the size of a small human child. The ship's rooms and corridors have square doorways that are lower than the ceilings; some are open, others are covered by pastel colored curtains and drapes.

First impressions

On the main deck, a corridor leads directly into a circular shaped inner chamber, dominated by a high-arched, paneled framework that forms a domelike structure over the entire room. The walls of this area are colored in various shades of blue. Curtains and drapes hang from the walls of the outer corridors and the entrance, extending from the ceiling right down to the floor.

To one side, visitors are confronted by Balok's alter ego; a puppet which he uses when he first communicates with other vessels. It is a stony faced creature with a large, light-green head supported by a smaller frame. Dressed in a long garment made of a rich gray material, it is far more threatening than Balok himself, and is used to intimidate other vessels; a circuit board is mounted on the wall behind it. On the other side of the room are several circular golden and blue colored objects.

This area is separated from the main part of the control center by a thin, gauzelike curtain that is opened and closed by a console divided into three circular shapes and supported by a central stem. When activated by Balok, these shapes emit red, green, and blue lights. The control center looks nothing like the bridge area of a normal starship – there are no positions for other crew members, nor is there anything instantly recognizable as a control panel or console elsewhere in the room. Balok appears to control the entire complex from his unit with a single touch. Unlike the bridges of **Starfleet** vessels, which are functional and filled with computer consoles and display screens, the control center of the *Fesarius* more resembles a comfortable sitting room or state room. As this is the area in which Balok receives visitors, this may be deliberate.

In the center of the control area is a richly upholstered, backless, kidney-shaped seat, covered with comfortable cushions. A number of other seats face it; one is a low chair, with a straight back support, the others are backless. All the chairs are upholstered in the same rich salmon colored material. The control column is to the left of the main seat, and it is here that Balok sits, supported by the cushions, as he operates the ship. Balok can also use the control unit to perform a number of minor tasks, such as making a tray extend from a panel in the wall behind the drapes in order to offer visitors a drink called **tranya**.

First contact

Initially, Balok appears hostile. During his first communications with the ***U.S.S. Enterprise NCC-1701*** in 2266, he even threatens to destroy the ship. His bluff falters, however, when he requires assistance from the *Enterprise;* he even welcomes a landing party to his vessel after some of his vital systems fail. Balok ends up inviting **Mr. Bailey** of the *Enterprise* to join him on his ship for a fact finding mission and cultural exchange.

The interior of the FESARIUS is small and low-ceilinged; the Starfleet officers who beam across find conditions somewhat cramped. The ship's captain, Balok, turns out to be a friendly and accommodating host.

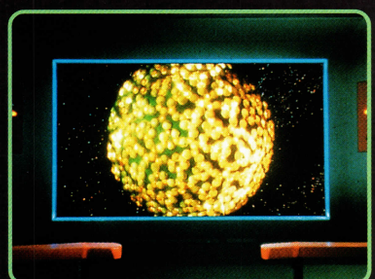
Balok's species from the First Federation enjoy drinking an orange-colored liquid called tranya. Balok serves this to his guests in glasses.

The tranya arrives on a tray from a compartment kept out of sight behind the curtains. When the drinks are needed, the door opens, and a bowl and some glasses appear.

FROM INTIMIDATION TO ACCOMMODATION

Projecting an image

The *Fesarius* is a powerful ship, but its true nature is more peaceful than its size suggests. Balok, the youthful looking commander, avoids confrontation with other vessels by projecting a more threatening image, and boasting that he is from a large and powerful organization called the First Federation. In reality, he is friendly.



The globe-shaped FESARIUS is several times larger than the U.S.S. ENTERPRISE NCC-1701. It is made up of thousands of glowing, circular cells.

A small ship measuring approximately 2,000 metric tons breaks away from the larger FESARIUS mother ship. Although small, it has significant power.

The only occupant aboard the small ship is a childlike humanoid male named Balok. He originally appears threatening, but this is just an act.

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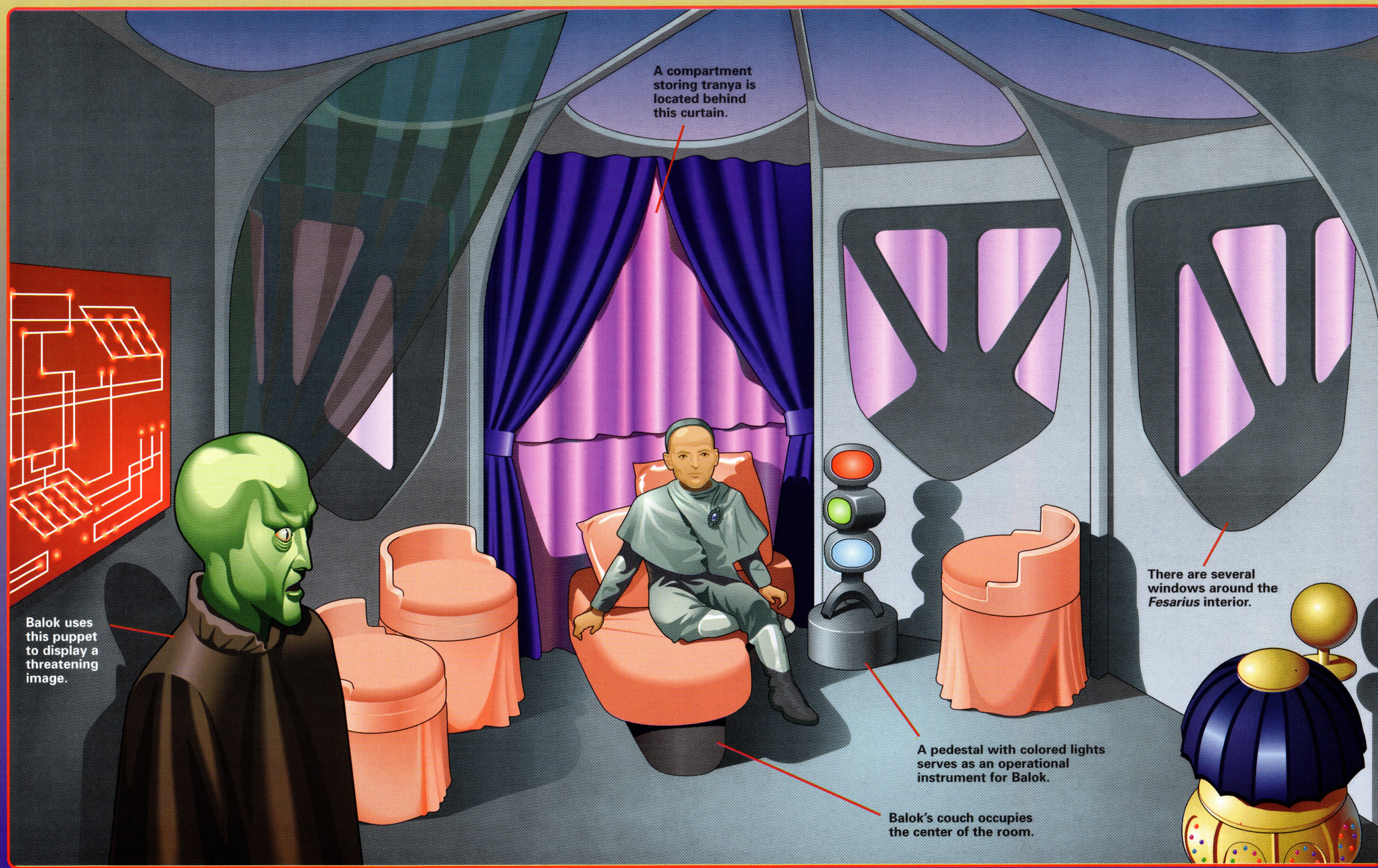
The FESARIUS: Interior



Kohl Hibernation System

When an ecological disaster threatens the inhabitants of a Delta Quadrant planet with extinction, their only hope lies in five stasis pods, programmed to keep the occupants alive and mentally active until the danger has passed.

The temperature of the stasis pods is low, and condensation forms on the outside, but this can be wiped away to reveal the head and torso of the pod's occupant.

The **Kohl hibernation system** is a series of survival devices found at the Kohl settlement, located on a planet in the **Delta Quadrant**. It comprises five linked, coffin-shaped devices that massively reduce an occupant's metabolic rate to the point where aging no longer occurs.

The system is created in 2353, when a solar flare turns the planet's weather system frigid, plunging it into a deep freeze that is projected to last for 15 years. The pods are placed 2.3 kilometers underground, where it is hoped that they will survive the catastrophe. This five-person pod system is the only one in the 400,000-person settlement; the rest of the Kohl perish.

Dream state

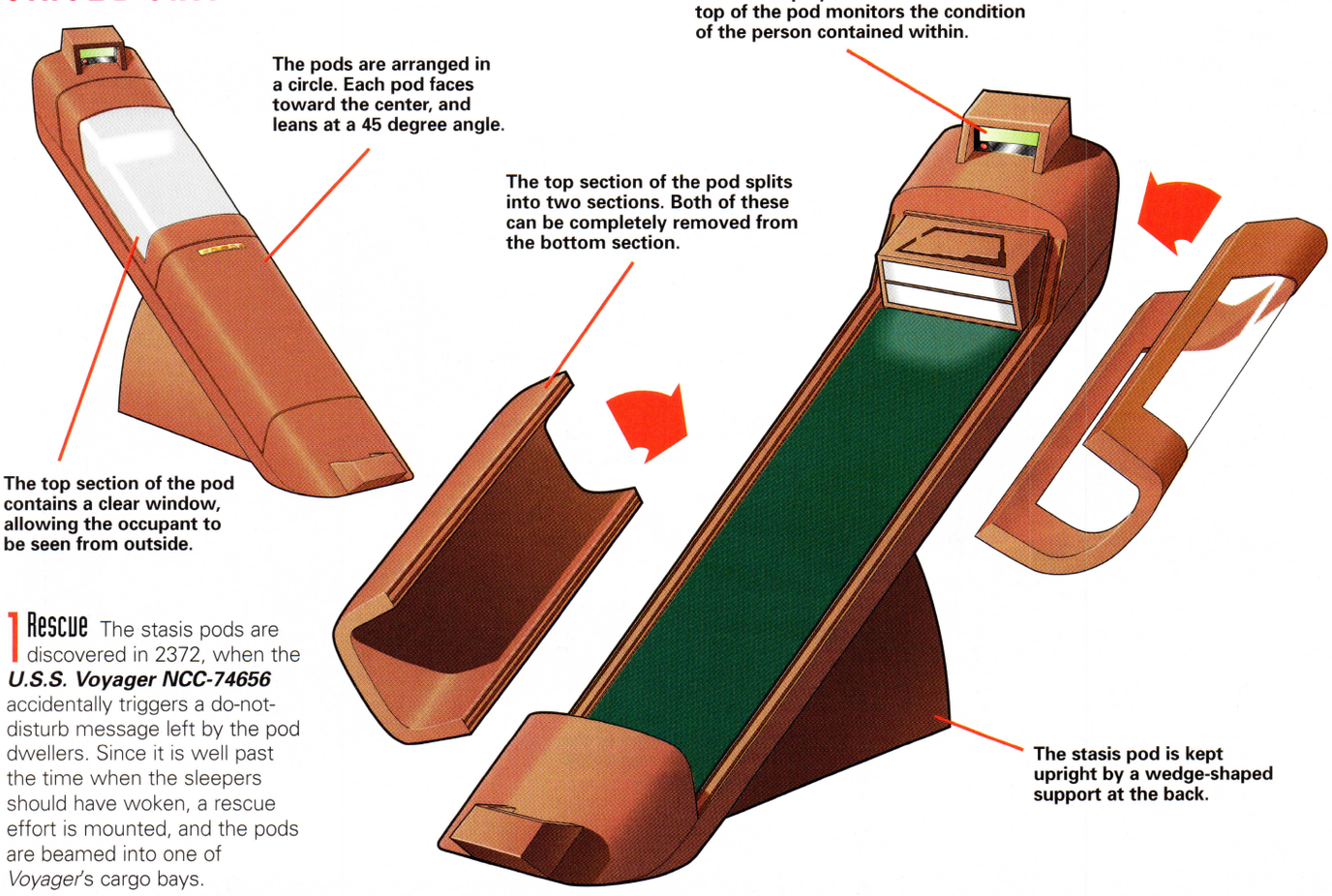
The five pods are upright, and lean back at a 45 degree angle. They are arranged in a circle, with each one facing toward the center. Each pod has a window where the occupant's face and upper torso can be seen, and inside the individual orange-colored units are illuminating lights and blinking data readouts.

Inside the pods, the occupant's body is dormant, but his brain remains active. Bio-neural data passes from the pods, through an elaborate network of sensory connections containing nearly 40 optronic pathways, and into an integrated central control computer for processing; cables and conduits reach from the pods to the central computer.

In addition to managing the system, the computer uses the bio-neural data to build an interactive virtual environment, shared simultaneously by all five pod occupants. The signal is then returned to the pod residents' brains, so that each person experiences motor activity, conversations, and emotions – all the ingredients of a normal life. To an outside observer, encephalographic brain activity readings from the stasis pod occupants match patterns typically associated with dreaming.

The computer is also equipped with a defense mechanism. If it detects unauthorized entry or tampering, it can take evasive

SINGLE UNIT



Rescue The stasis pods are discovered in 2372, when the ***U.S.S. Voyager NCC-74656*** accidentally triggers a do-not-disturb message left by the pod dwellers. Since it is well past the time when the sleepers should have woken, a rescue effort is mounted, and the pods are beamed into one of *Voyager*'s cargo bays.

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Kohl Hibernation System

maneuvers to shut down the intruder.

The advantage of being 'awake', or at least aware, is that the pod occupants do not rely on mechanical triggers, or other people, to rouse them from stasis. At the appropriate time, they can activate the recall subroutine to start resuscitation themselves.

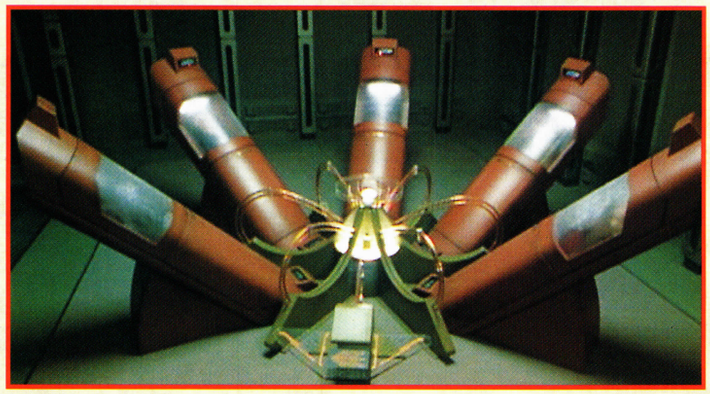
Reawakening is a process that takes approximately 12 minutes, but, if needed, the procedure can be completed in less than 10. During awakening, metabolism and body temperature begin to rise, and a supplemental life support system within the pod is activated to guide the person toward consciousness. Meanwhile, the central computer gently disengages the neural connections on which the pod user has depended for sensory experiences. This must be performed with the proper precautions, or else severe neural trauma occurs.

The computer is the single most important component for the Kohl stasis pods, but it has its limits. There is an ongoing lag of a few minutes between the user's thoughts and their manifestation into virtual reality. Also, if too many demands are placed on the computer at a particular moment, some incoming data can be missed or overlooked.

Unfortunate malfunction

As planned, 15 years after the pods are occupied, their external sensor data reveals that the climate is stable and habitable. This should be the signal the pod occupants are waiting for to end their stasis experience, but a problem with the control computer leaves them in stasis for another four years.

The system computer taps into the fear and worry generated by the occupants, and gives these emotions life in the form of an evil, sadistic clown that comes to rule their virtual world. Sadly, the experience is so real for the Kohl settlers that three die of massive heart failure, caused by fear – they are literally scared to death.



The pods are linked together, and to the central computer, by a network of wire and cables. Signals from the occupants' brains are used to create a stimulating virtual reality.

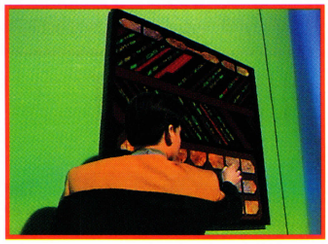
An attempt to rescue the five pod occupants is undertaken by the crew of the U.S.S. VOYAGER in 2373, but only two remain alive.

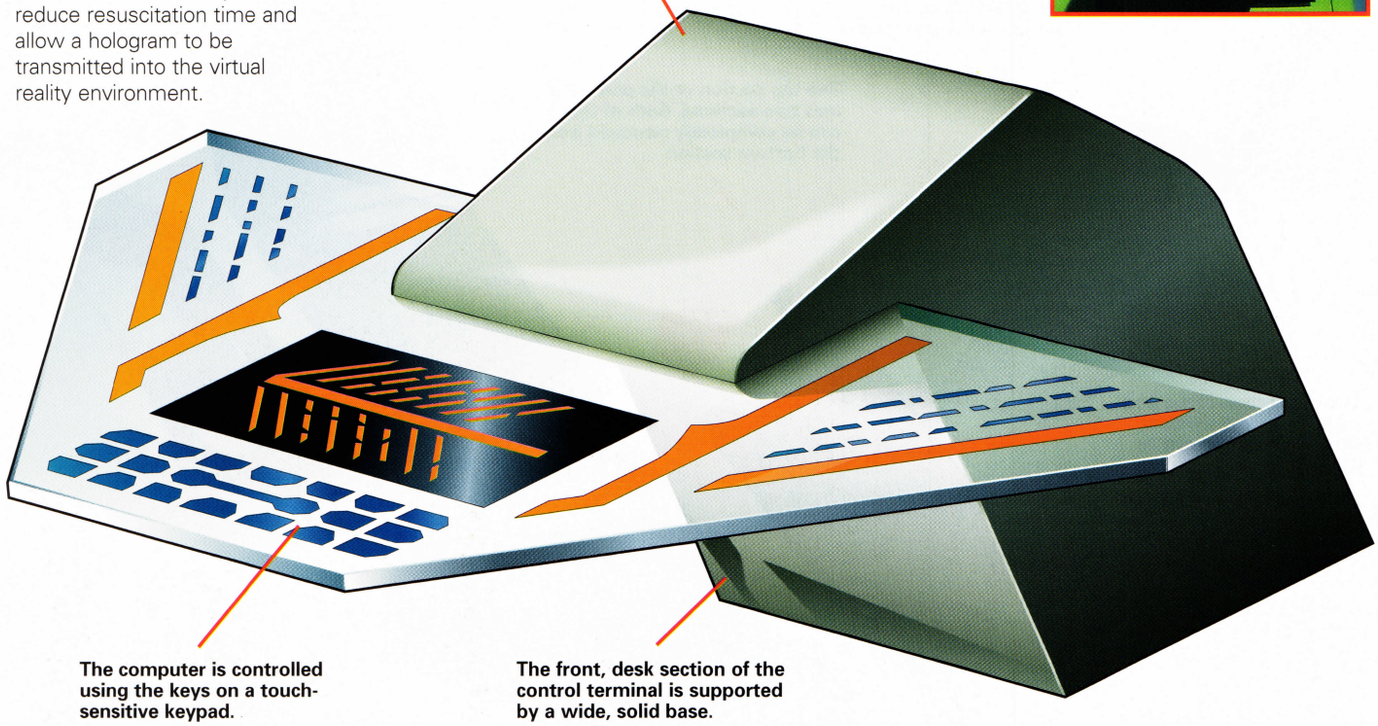
The control panel of the stasis pods' central computer is operated by using a keypad that is touch-sensitive.

CONTROL CENTER

1 Familiar technology The **Kohl** technology is close to that of **Starfleet**. The ***U.S.S. Voyager***'s engineers are able to make modifications to the system that reduce resuscitation time and allow a hologram to be transmitted into the virtual reality environment.

The Kohl technology poses few problems for the engineers of the U.S.S. VOYAGER. Harry Kim understands it easily.





Dr. Bashir and Garak

The friendship between Dr. Julian Bashir and Elim Garak starts off innocently; Bashir is intrigued by this lone remaining member of a former occupying force, and Garak is grateful for the companionship. Bashir knows that Garak does not always tell him the truth, but that is part of his charm.

Dr. Julian Subatoi Bashir and **Elim Garak** have an interesting and complex relationship; despite their different backgrounds, Garak, the **Cardassian** tailor and former spy living in exile aboard ***Deep Space Nine***, and Bashir, the young, naive **Federation** physician, enjoy spending time together. Both are fascinated by the other's perspective on life, and continually learn from the other's ideas. Bashir, in particular, is intrigued by Garak's experiences as an agent for the Cardassian secret police, the **Obsidian Order**.

When Dr. Bashir first encounters Garak, he suspects him of being a Cardassian spy planted on *Deep Space Nine*. Garak, on the other hand, is amused by Bashir's interest in his shadowy past, and plays along with the doctor's questions, neither fully answering nor discouraging him from asking.

Teaching opportunity

Garak sees this as a mentoring opportunity, a chance to teach Bashir about life and to make him the beneficiary of his vast experience in the fine arts of duplicity and deception. A trained and cunning liar who views what he does as a skill, Garak finds an eager audience for his tales in the earnest young doctor. Garak enjoys joining in with Bashir's somewhat idealistic **holosuite** spy programs, but their relationship goes deeper than light amusement, or a passing interest in the other's way of life. Each provides intellectual and emotional stimulation for the other, the sharing of these qualities helps them to form a lasting friendship.

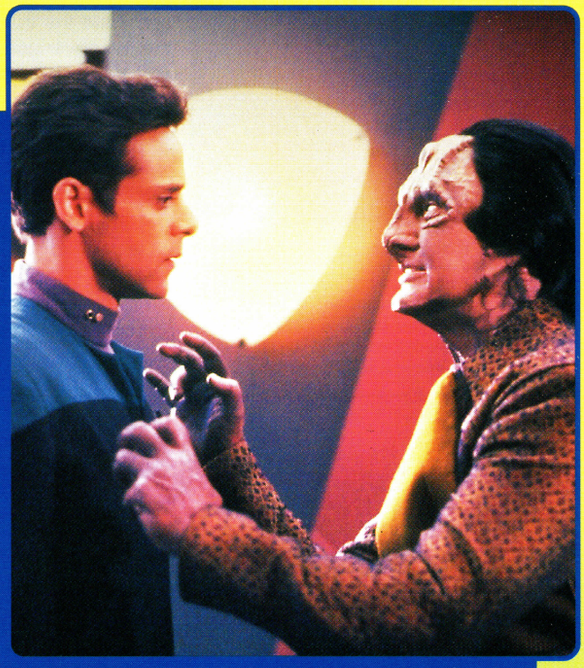
Bashir and Garak eat lunch together once a week. Their mealtime conversations affords each of them the opportunity to observe the other, as well as to get to know him. Garak, for example, tries to interest Bashir in Cardassian literature such as '**The Never Ending Sacrifice**', which he considers to be the finest Cardassian novel ever written. But Bashir finds it dull and repetitive; there's more to life than serving the state, Garak replies with disdain, "A Federation viewpoint if ever I heard one." Cynical maybe, but

PROFILE ON A FRIENDSHIP

NAME: Dr. Julian Bashir
LIFE FORM: Human male
STATUS: Resident chief medical officer aboard *Deep Space Nine*.
FIRST SEEN: 'Emissary' [DS9]

NAME: Elim Garak
LIFE FORM: Cardassian
STATUS: Tailor and haberdasher aboard *Deep Space Nine*.
FIRST SEEN: 'Past Prologue' [DS9]

FIRST MEETING: 2370



Dr. Bashir and Garak begin a friendship on DEEP SPACE NINE that initially consists of regular lunches on the Promenade. Over the years, each develops respect for the other's personality and background.

REGULAR MEETINGS

★ **Lunch date**

Dr. Bashir and Garak meet regularly on the Promenade for food and chat. Their friendship develops over the years, and they learn more about each other's individual quirks.

★ **Culture clash**

Garak is passionate about his love of Cardassian literary epics such as 'The Never Ending Sacrifice', but the doctor finds the format repetitive and boring. Garak expects as much from a Federation citizen.

★ **Research**

Garak and Bashir look into the case of a young Cardassian boy with Bajoran adoptive parents who arrives on DEEP SPACE NINE. Garak is intrigued by the boy and Bashir helps him find out more.

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Dr. Bashir and Garak

★ In pain
While in the Obsidian Order, Garak had an implant that deadened the pain of torture. When it suddenly malfunctions, he feels severe discomfort.

the pair's lunchtime conversations often consist of witty, entertaining, and enlightening banter.

Creating intrigue

Garak is far more cynical than Bashir, and also has a darker sense of humor. He often feeds the doctor clues to mysteries that involve unusual behavior on the station, then waits to see if Bashir can figure out the truth. Bashir knows that he never gets a straight answer from Garak, and enjoys trying to deduce what the Cardassian thinks. The challenge often leads to satisfying results, such as when he figures out that the Cardassian war orphan who bites Garak during a meal is actually the long lost son of **Kotan Pa'Dar**, a bitter adversary of **Gul Dukat**. With Garak's help, Bashir exposes Dukat's plan to destroy Pa'Dar's political career.

Bashir wonders why Garak wants to expose Dukat, and what is the truth of his relationship with the former Prefect of **Bajor**. "Truth is in the eye of the beholder," Garak tells him mysteriously over lunch, and admits that he never tells the truth because he does not believe that there is such a thing. However, if Bashir pays attention to the details, which are "scattered like crumbs over the table we regularly share," Garak hints that he might be able to figure out the truth, as well as other secrets.

As a doctor, Bashir does not appreciate Garak being evasive in matters regarding his health. When the Cardassian suffers a mysterious seizure, Bashir is upset at Garak's refusal to seek treatment. Bashir can separate the patient from the friendship, but in a friendship, trust is vital. Bashir learns more about Garak's background when he discovers that his condition is due to an endorphin implant in his brain that he received from the Obsidian Order.

The implant is tied to the disgrace in Garak's past that led to him being exiled by the Cardassians, and which still fills him with anger. He wants to die, and he resents Bashir's attempts to save his life. Garak tells him ominously, "You think because we have lunch together once a week, you know me? You couldn't even begin to fathom what I'm capable of." Through this experience, Bashir gets to know something of the real Garak, and chooses to be both his doctor and his friend. He saves Garak's life by going to **Enabran Tain**, the Cardassian responsible for his exile.

A friend in need

Bashir uses some of the brashness he learned from Garak to secure the necessary information about Cardassian biochemistry he needs to stabilize his friend's condition. Despite his unhappiness, Garak is grateful to Bashir for saving him, and for showing him that perhaps there are reasons for living besides serving the state.

In the end, what draws Garak and Dr. Bashir together is their mutual need for friendship and interaction. Bashir knows that much of what Garak tells him is lies, and yet somehow, he takes comfort in this fact. Garak teaches Bashir to think of lunch as an arena for philosophical debate, which makes Garak's exile a little less lonely. When he tries to have lunch with Chief O'Brien, whom he expects to be similar to Bashir, Garak is disappointed that the chief does not hold up his end of the conversation. Garak comes to understand how hard it can be to find a good conversationalist to spar with, while Bashir's fascination with Garak's past, combined with his outlook on the present and the future, keep him interested, entertained, and unsure what to expect next.

★ Recovery
Dr. Bashir looks after Garak after his friend's painful ordeal with his cranial implant.

★ Garak's father
Bashir meets with Enabran Tain, who knows about the cranial implant left in Garak's head to mask the pain of his isolation.

"I suppose when it comes right down to it, I don't trust him either."
— Dr. Bashir on Garak

SUBCONSCIOUS

The roots of friendship

When Julian is attacked by a telepathic Lethean, his subconscious mind plays out a scenario in which he must repair a systems failure to *Deep Space Nine* in order to heal himself. In this reality, various aspects of his personality are represented by his friends and colleagues. When he is close to completing his task, Garak gives him the strength he needs to succeed, illustrating the bond between the two men.

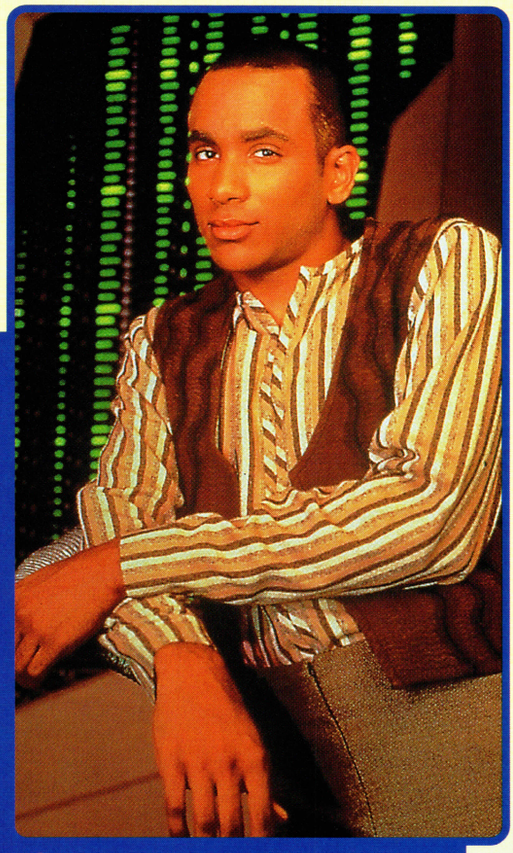
▲ Close bond
Bashir can rely on Garak in a crisis; Garak often gives the doctor help when it is needed, knowing the favor will be returned.

◀ Helping hand
Garak comes to the aid of an old and decrepit Bashir in the telepathic coma reality, and helps him to finally escape.

★ Teamwork
Julian Bashir and Elim Garak work well as a team, whether on the holodeck, battling evil forces out to destroy the world, or researching information on the station's computer.

Jake Sisko: Reporter

Jake Sisko decides the quickest way to further his writing career is to become a reporter, but the emotional toll is greater than he expected.



Jake Sisko has no desire to follow in his father's Starfleet footsteps. Instead, his ambitions lie in journalism.

PROFILE ON A NEWSHOUND

NAME: Jake Sisko

BASED: ***Deep Space Nine***

YEAR: 2373 ASSIGNMENT: Profile on Dr. Julian Bashir.

YEAR: 2373 ASSIGNMENT: War correspondent on Ajilon Prime.

YEAR: 2373 ASSIGNMENT: Jake remains behind on ***Deep Space Nine*** during the war with the Dominion to act as a war correspondent.

FIRST SEEN AS A REPORTER: '... Nor the Battle to the Strong' [DS9]

From a very young age, **Jake Sisko** has been more interested in writing than pursuing a **Starfleet** career. As early as 2370, he informs his father, **Commander Benjamin Sisko** of ***Deep Space Nine***, that he wants to become a writer. Jake is interested in fiction, and his novels and short stories show great promise, but as getting them published can take time, he turns to the more immediate gratification offered by professional journalism.

Jake's first assignment comes in 2373, when he is hired to write a profile on **Dr. Julian Bashir**. Eager to do the best job possible, Jake accompanies Bashir to a conference where he is presenting a paper on **prion replication**. The doctor is enthusiastic about his topic, but the layman Jake is less than thrilled; he doesn't understand Bashir's technical jargon and finds the topic boring.

What Jake initially fails to realize is that working as a professional journalist means that you are, in effect, a hired hand; you go to your assignment and do the job to the best of your abilities. Daunted, Jake practically gives up before he has even begun, and he even considers asking his editors to hire someone else to profile Bashir.

Looking for adventure

Jake's youth gives him the energy and enthusiasm for the job, but it also works to his disadvantage; he is impatient and wants the story of a lifetime right now. He's convinced that what people really want are stories about heroism, life and death, and good and evil. Secretly, Jake even longs for an outbreak of **Cartalian fever** so he can witness the "brave doctor battling the deadly virus."

When a distress call sends Dr. Bashir and Jake to **Ajilon Prime**, a **Federation** colony under attack from **Klingon** troops, the young reporter is eager to be near the front lines. Jake thinks this will make his article more exciting. But he is totally unprepared for the carnage; people are injured and dying all around him. He tries to maintain some professionalism, and even manages to take some notes of his first impressions, but his personal experience of the war soon overshadows all his attempts to record it.

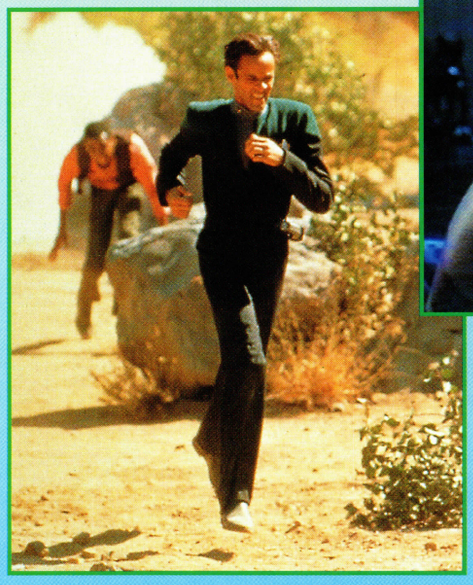
Jake may have dreamed of seeing his byline in print, but he could hardly imagine the horrors a journalist must put up with in pursuit of the truth. When he is conscripted to help in the underground hospital, he works as though in a fog.

The horrors of war

As Jake stands in a puddle of blood, he only thinks of one thing: escape. Far from his father's protection, surrounded by dead bodies in a makeshift morgue, Jake listens with morbid fascination to a Starfleet officer's confession that he shot himself to escape the brutal battle. By now, Jake's first story, which he planned to call 'Surgery Under Fire,' is a living nightmare.

At his point, Jake's article begins to take on a different tone, more like a story

CHOOSING A CAREER



★ **Career path**
At a very young age, Jake tells his father that he would like to be a professional writer.

★ **First assignment**
Jake is assigned is to profile Dr. Bashir, but finds the subject matter dull.

★ **Cowardice**
Jake runs in a blind panic when he is caught under fire from Klingon forces on Ajilon Prime. Being a war correspondent is not the adventure he anticipated.

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Jake Sisko: Reporter

of personal anguish; this type of danger is much more real than any he experienced on *Deep Space Nine*.

When Jake and Bashir try to retrieve a portable generator from their shuttlecraft, Jake is in the midst of the battle, surrounded by explosions; he panics and runs away. His quest to be a reporter, and his mission to get the generator, are forgotten in a moment of sheer terror. Later, Jake returns to the hospital, and finds Bashir alive, but he is too ashamed to admit the truth. He does, however, confess in his writing; the only explanation for his actions is that he is a coward.

Later, the battle reaches the hospital, and Jake is cornered by Klingons. He grabs a phaser, and fires haphazardly; with luck, he manages to block a tunnel and stop the onslaught. His father and Dr. Bashir praise him for his bravery, but Jake knows better.

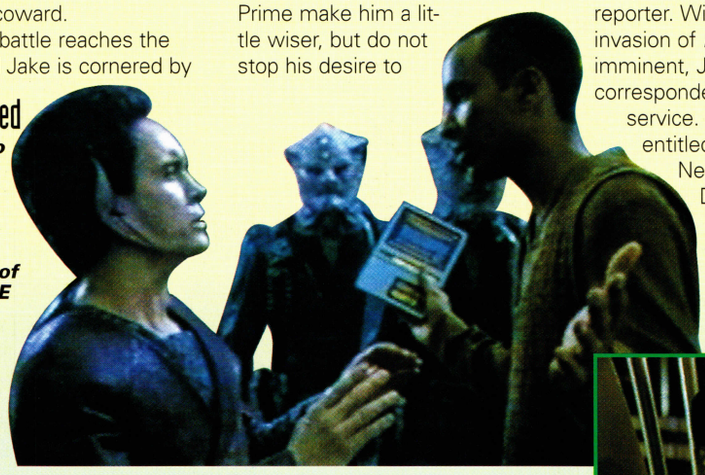
Courage to admit the truth

Showing the integrity that will define him as a man and author, Jake shares his article with his father and Dr. Bashir. As Captain Sisko notes, everyone who has ever been in a war would recognize themselves in Jake's first experience, but few would be brave enough to publish it.

Jake's experiences on Ajilon Prime make him a little wiser, but do not stop his desire to be a reporter. Ironically, the war with the **Dominion** forces from the **Gamma Quadrant** provides the perfect fodder for the aspiring reporter. With the Dominion's invasion of *Deep Space Nine* imminent, Jake becomes an official correspondent for Starfleet's news service. He writes an article entitled, "**Bajorans** Continue Negotiations with the Dominion. Station Commander Opposes Non-aggression Pact." The article is published before he even tells his father about his job.

"The battle of Ajilon Prime will probably be remembered as a pointless skirmish, but I'll always remember it as something more — as the place I learned that the line between courage and cowardice is a lot thinner than most people believe."

— extract from Jake's article on his first war experience



★ **Censored**

Jake tries to publish an honest account of the Dominion occupation of DEEP SPACE NINE, but Weyoun objects to certain terms, claiming they are biased.

★ **Staying on**

Jake is one of the few humans to stay on DEEP SPACE NINE when the Federation withdraws.

When the **Federation News Service** see it, they invite him to be their reporter-on-the-beat.

When *Deep Space Nine* is abandoned to **Cardassian** and Dominion forces, Jake stays to cover the story from behind the lines. He even tries to interview the **Vorta** field supervisor **Weyoun**, but Weyoun refuses, claiming that Jake's articles are biased against the Dominion. Jake experiences censorship for the first time, realizing why no one in the Federation has read his reports; Weyoun has no respect for freedom of the press. Jake is determined to try again, but he draws the line at writing Dominion propaganda. He's frustrated that his reporting serves no useful function.

When Jake uncovers the resistance cell headed by **Major Kira Nerys**, he asks to join them. The young reporter now sheds any attempt at being non-partisan. He wants to help the Federation in any way possible. Though his articles fail to pass muster with Weyoun, Jake has become resourceful at ferreting out leads. When Major Kira hears that he plans to send his father a coded message in **Morn**'s birthday present to his mother, Kira uses this ploy to communicate with the Federation. At last, Jake's investigative instincts pay off.

After the Federation successfully retakes the station, the Federation News Service makes arrangements with Jake to publish a book of his stories about life on the station under Dominion rule. Though he won't be paid for the book, it is a big step in his desire to be a respected and successful writer.

★ **On the job**

Jake Sisko is constantly asking questions, and probing for meaningful answers in his developing role as a journalist for the Federation News Service.

HARSH REALITY

Under attack

When Jake finds himself under fire for the first time on Ajilon Prime, he soon panics; nothing in his experience has quite prepared him for the role of a war correspondent. On *Deep Space Nine*, with his station commander father close by, he has always been offered some kind of protection, but on his own, Jake realizes he is no hero. His first real act of heroism comes when he admits the truth in his writings: he has suffered from cowardice. When Jake reveals his honesty, his father considers this a brave act.

Being a reporter is one thing, but being able to stomach the harsh realities of life under fire is quite another. Jake finds the horrors of war unbearable.

Determined to make something of his experiences on Ajilon Prime, Jake takes frantic notes on his experiences during the day's battle.

Commander Bruce Maddox

Commander Maddox is one of **Starfleet**'s most gifted scientists, a technical genius researching the creation and development of robotics, cybernetics, and artificial intelligence. However, his single-minded, focused nature indicates a narrow viewpoint that will ultimately be challenged.

OTHER CARDS IN THIS FILE...
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ANDROIDS.....File 55
STAR TREK: THE NEXT GENERATION....File 69

From the first time **Commander Bruce Maddox** comes aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2365, it is clear that this is a man driven by his vision of what he feels is best for **Starfleet** and his own career.

On **Stardate 42523.4**, Maddox is introduced to **Captain Jean-Luc Picard** by **Admiral Nakamura** on the newly established ***Starbase 173***. Invited to tour the *Enterprise*, Maddox illustrates his obsession with one particular crew member: the android **Lieutenant Commander Data**. But this is not the first meeting between the two officers; it transpires that, several years before, the younger Maddox evaluated Data when he first applied to **Starfleet Academy** and, as a member of the entrance committee, was the only one to oppose his application. Maddox believed that Data was not a sentient being, and that he should not be classed as a 'person', but as a 'thing'. However, against Maddox's wishes, the android was allowed entry.

Ever since, Commander Maddox has devoted his life to studying cybernetics, and in particular the work of **Dr. Noonien Soong**, Data's creator. Maddox's extensive research into Soong's achievements and theories inspires him to continue his cybernetic studies. He believes very strongly that Data should not be the only android in Starfleet, and has constructed his very

PROFILE ON MADDOX

NAME: Bruce Maddox

LIFE FORM: Human male

STATUS: Commander, Starfleet Academy Cybernetics Laboratory.

REMARKS: Noted cyberneticist, student of the works of Dr. Noonien Soong, and member of the Starfleet Academy entrance committee.

ACADEMIC ACHIEVEMENTS: Holder of the Robotics Chair at the Daystrom Institute of Technology.

FIRST SEEN: 'The Measure of a Man' [TNG]

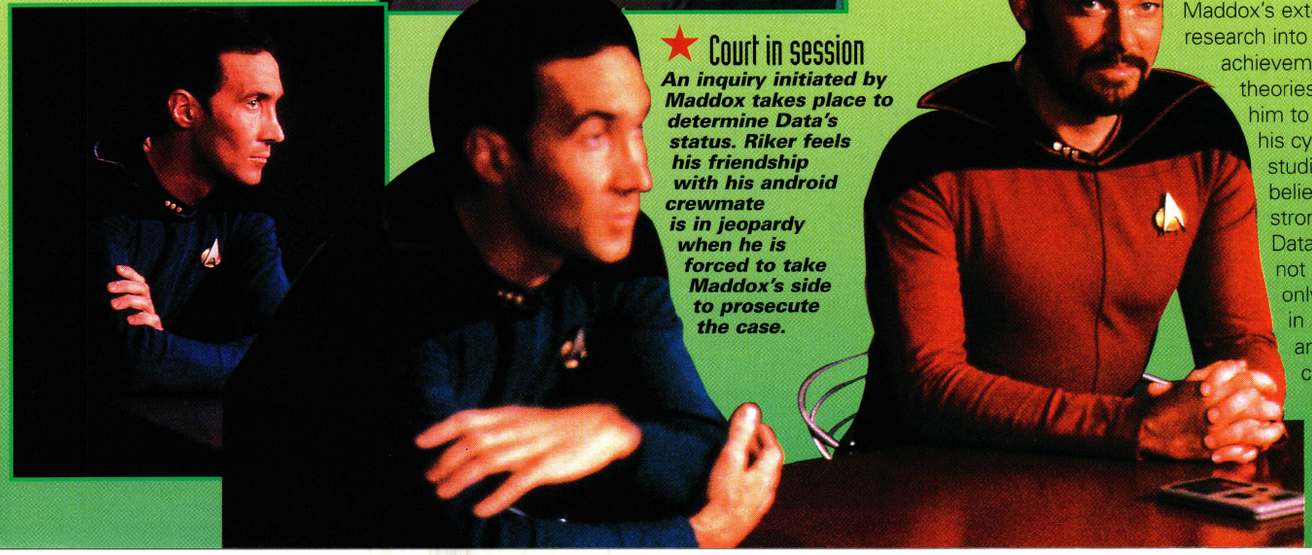
Commander Maddox is a driven, intense man, searching for new discoveries in cybernetics and robotics. But his inability to perceive Data as a sentient life form clouds his objectivity, and turns his quest on to a darker path.

A FATEFUL REQUEST

★ **Opposition**
Maddox's request to have Data turned over to Starfleet is challenged by Picard, who then requests a hearing with the JAG officer.

★ **Hidden agenda**
Accompanying Admiral Nakamura, Commander Maddox boards the U.S.S. ENTERPRISE in the hope of meeting Data.

★ **Determined**
Maddox is more than capable of standing up for his beliefs, and is prepared to go to extreme lengths to get what he wants.



★ **Court in session**
An inquiry initiated by Maddox takes place to determine Data's status. Riker feels his friendship with his android crewmate is in jeopardy when he is forced to take Maddox's side to prosecute the case.

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Commander Bruce Maddox

★ **Questions**
Defending Data's right to choose whether he can leave Starfleet, Picard clashes with Maddox in the courtroom. He argues that Data fulfills all the criteria for sentience demonstrated by a human, but Maddox refuses to accept the android's claims.

★ **Self aware?**
Picard questions Maddox's belief that self-awareness, intelligence, and consciousness make him sentient, but not Data.

own positronic brain – the main processing system created by Soong and used in Data. But in order to elevate his work to its next level, he wants to produce copies of Data. Maddox's vision is of a high performance android on every Starfleet vessel. He feels that the horizons for achievement could become boundless; the replica Datas could "act as our hands and eyes in dangerous situations."

Too great a risk

Commander Maddox's notion has its strong points, but runs into problems: Data is less than convinced of Maddox's competence to carry out his experiment. What Maddox proposes to do seems perfectly straightforward to him; he wants to disassemble and study Data, using the android as a guide while he runs a full diagnostic to evaluate the condition of his current software.

Maddox proposes to dump Data's core memory into *Starbase 173*'s main computer and allow it to reside inside his personally constructed positronic brain, even though he has not precisely worked out the electron resistance across the neural filaments. He feels that the ultimate resolution to this problem will come when he examines the filament links in Data's anterior cortex. But Data rightly points out that if the answer to Maddox's problem is not what he thinks, Data would effectively be killed; his stored memories would become nothing more than a collection of various files.

Maddox feels that the risks are negligible, and is annoyed that Data feels that his research has not been specific enough to support the proposed experiment. Data refuses to participate, but Maddox already has a solution; he has transfer orders that effectively assign the android to *Starbase 173*, under his direct control. Maddox is a man who takes his work extremely seriously; he will allow neither Data nor Captain Picard to get in the way of his progress as associate chair of robotics at the **Daystrom Institute**.

Maddox seems to completely disregard any feelings Data may have; his arrogant and blinkered view does not allow him to think of the android as a person. This is well evidenced when he rudely strolls into Data's quarters and begins flicking through a book given to the android by Captain Picard. Waving it in Data's face, he asks if they are just words to him, or if he fathoms their meaning. He does not consider for one moment that Data keeps the book as a reminder of friendship and service, and completely disregards the android's subsequent resignation from Starfleet.

As far as Maddox is concerned, Data has no rights. Later, in a heated discussion, the commander asks Captain Picard a hypothetical question: would he allow the computer of the *Enterprise* to refuse a refit? Data is just the same to him, the property of Starfleet and as such cannot resign. He must do what Maddox wishes.

It takes a hastily convened court hearing for Maddox to learn some truths about himself. When Picard questions him about what he feels is required to determine sentience, Maddox replies, intelligence, self-awareness, and consciousness – all characteristics that Data can ably demonstrate.

Attitudes change

Maddox's relaxed manner within the court begins to change when Picard forces him to agree that Data is indeed intelligent as "it is able to learn, understand, and cope with new situations." He becomes even more pressured when he also has to concede that the android is self-aware. Faced with the facts that Data does meet the criteria for sentience, Maddox realizes all is lost when the presiding judge gives Data the freedom to chose. He chooses not to be experimented on by Maddox.

However, Data does help Maddox with future experiments. He sends reports in an extended daily diary, describing his work and social interactions. With this, Maddox gains further appreciation of Data. He now uses the word "he", instead of "it", when describing Data, showing that he is able to change his once rigid perspective. Maddox knows just how dangerous an obsession can be, especially one that discounts new life, the very thing that Starfleet holds so dear to its heart.

★ **Just words?**
Unable to relate to Data, Maddox questions his ability to reason and find meaning in prose.

★ **Liberty and freedom**
Data wins the right to refuse Maddox's request and to determine his own future, but he offers to help the commander with his subsequent research.

> "If I am allowed to make this experiment, the horizons for human achievement become boundless. Consider, every ship in Starfleet with a Data on board..."
>
> — Data to Commander Maddox

AN ANDROID'S DIARY

A day in the life

Two years after Maddox's attempts to experiment on Data, the android is still honoring his offer to help. On Stardate 44390.1, he records a diary of his daily activities. The diary includes details of how he carries out his day-to-day duties, and his personal relationship with his friends and colleagues. These include looking after his pet cat, Spot, and his role as father of the bride at the wedding of *U.S.S. Enterprise* crew members Chief Miles O'Brien and Keiko Ishikawa.

▲ **Keeping records**
Data monitors his activities, keeping Commander Maddox up to date with his professional duties and his personal relationships.

Medical Holograms

No matter how dedicated a doctor is, there will always be times when he is incapacitated or unavailable. To deal with such situations, Starfleet has developed the Emergency Medical Hologram, with a long term version in development.

A **medical hologram** is a computer-generated holographic doctor, capable of performing all the duties of a real physician. The program is installed in a starship's sickbay, and can be activated during a medical emergency if the medical staff are unavailable or incapacitated, or when additional help is needed. The program is extremely sophisticated but, technically speaking, it is no more than an interface for some clever **Starfleet** technologies, coordinated by an advanced adaptive program.

The primary developer of the first medical hologram, designated **Emergency Medical Hologram AK-1**, or **EMH**, is **Dr. Lewis Zimmerman**, a **Jupiter Station** technician working in Starfleet's **Holoprogramming Center**. The development team also includes **Lt. Reg Barclay**, who tests the EMH's interpersonal skills. The first version of the program is adaptive, creative, and able to perform with or without human input for an aggregate of 1500 hours before failure. But, as its name implies, it is designed to be a short term, emergency stopgap only. Zimmerman's team make starship sickbays EMH-friendly by installing holographic emitters and an independent power grid.

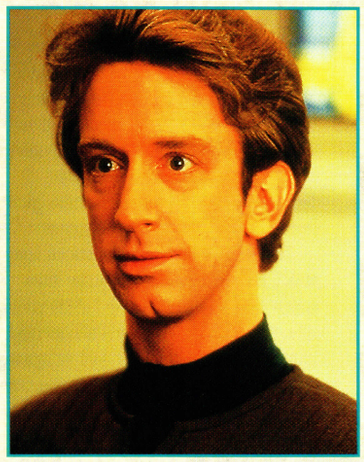
Medical integrity

The EMH doctor is programmed to appear just like a normal person, but its magnetic cohesion can be reduced; for example, the doctor can literally turn into thin air if someone tries to grab him. As a result, no matter what conditions the ship is suffering, the doctor cannot be physically damaged.

When it comes to manipulating solid objects, however, the EMH needs something better than the holodeck's system of tiny tractor beams in order to gather diagnostic information through touch, perform surgery, and work with other medical devices. To solve this problem, the EMH developers modify holographic projectors to operate a magnetic containment field around the EMH figure, trapping electromagnetic energy. This energy is part of a tactile subroutine that gives the EMH the sense of touch.

The EMH's medical programming includes a 50 million gigaquad database spanning 3,000 cultures (including those with psychospiritual healing beliefs), the experience of 47 physicians, 2,000 medical references, and five million possible treatments, all with contingency options. It is activated either by voice command or a **Red Alert**. If awakened by the Red Alert, the EMH immediately ties into the ship's key systems, such as the **medical tricorder**, to ascertain the ship's status. When the EMH appears, it says, "Please state the nature of the medical emergency." When it is no longer needed, it is deactivated by voice command.

Zimmerman formulates a highly adaptive multitronic pathway that endows the EMH doctor with the ability to create additional subroutines as new situations are encountered. It is this ability to learn and adapt that makes the EMH particularly useful. The hologram is provided with the required protocols and subroutines to appear to function as a human being. However, he has no emotions, cannot feel pain, nor cry, nor bleed. He is not given a name, but is programmed to respond to "Doctor."



The most advanced medical hologram in use on board Starfleet ships is the EMH Mark II. It is installed on an experimental vessel, the U.S.S. PROMETHEUS, in 2374.

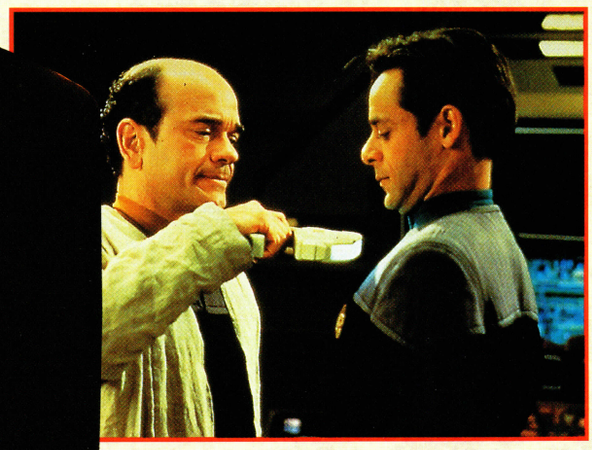
Bedside manner

The personality is the least developed part of the system. This is partially due to its intended use, in short spurts during emergencies; the goal is to save lives, not to make friends. The template for the medical hologram's body and personality is Dr. Zimmerman himself, and hence the EMH is male, balding, smug, cheerful, caustic, and frequently over self-confident.

Fortunately, the doctor's rough edges are ameliorated by an eagerness to do well, genuine concern for

Dr. Lewis Zimmerman and Lt. Reg Barclay are involved in the EMH's development.

The original EMH looks exactly like Dr. Zimmerman. Little time has been spent on developing a bedside manner, and, like Zimmerman, the hologram has a tendency to be smug and self-satisfied. This is modified in later versions.



Dr. Julian Bashir of DEEP SPACE NINE is chosen to be the template for the new Long-term Medical Hologram. Dr. Zimmerman visits him at the station to make notes.

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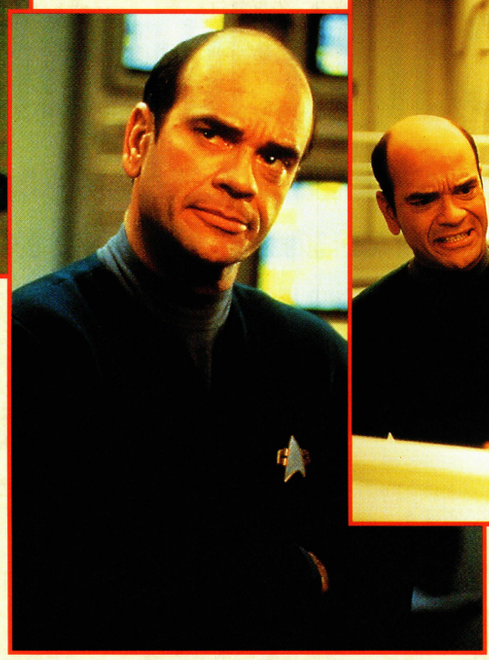
Medical Holograms

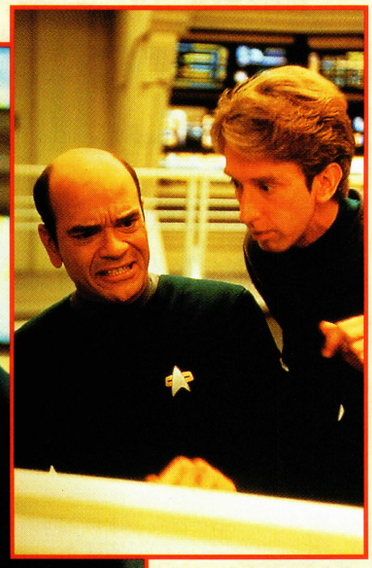
his patients, and his reverence for the physician's Hippocratic oath. The program can even refuse a direct order if it violates the oath. As the EMH realizes that certain behavior does not generate favorable responses, he can give himself an attitude adjustment.

The maintenance protocol for the EMH demands regular starbase visits after every 1,500 hours of usage. The program's memory matrix is vulnerable; new adaptive routines will eventually cause the system to collapse, and it can be degraded by radiation. However, these imperfections are small. By 2371, the first EMH programs are being installed in some Federation starships, and begin to gain acceptance. Zimmerman expects the program to be used for decades.

The EMH program is installed on several classes of Starfleet vessel, including the SOVEREIGN class.



The EMH program installed aboard the U.S.S. VOYAGER has proved to be a literal lifesaver. Without it, the ship would have been left with no trained medical staff.



The EMH Mark II is a more advanced program, but the earlier version of the EMH on the U.S.S. VOYAGER has one advantage on his side: experience.

New developments

By 2373, Zimmerman is at work on a new medical hologram, the **Long-term Medical Hologram**, or **LMH**. As its name suggests, this program is intended to run continuously, not just in emergency situations. The biggest challenge is the LMH's bedside manner; Zimmerman must develop a complete personality for a medical hologram that is now required to run for months, allowing it to "... share amusing anecdotes, extend sympathy, swap dirty jokes, and even have culinary opinions, based on experience." Starfleet, with Dr. Zimmerman's recommendation, selects a suitable, congenial, and well-liked template doctor: **Julian Bashir** of ***Deep Space Nine***.

First, Bashir is optically scanned from head to toe, and the measurements are fed to an image generator. After a brief processing period, a holographic 'twin' is produced. This duplicate is an empty vessel; to test it, the old EMH program is placed within it.

Next begins the grueling job of formulating a set of algorithms simulating Bashir's personality. To accomplish this, Dr. Zimmerman takes a two-pronged approach. First, he creates an exhaustive questionnaire, with such questions as "compare and contrast your eating habits at ages five, 10, 15, 20, and 25." Zimmerman then broadens the profile by following up these questions with in-depth interviews with the doctor's family, friends, and colleagues; his line of inquiry is to help determine issues such as the type of first impression Bashir makes on others. This information, when combined with the questionnaire data, will produce a well-rounded personality inventory.

Advances continue

As work continues on the LMH, a second version of the EMH, the **EMH Mark II**, is installed in the experimental ship, the ***U.S.S. Prometheus***. The ship has holoemitters on every deck, giving the EMH II free rein; he also has the ability to turn himself on and off.

Medical holograms will save many lives over the years, especially on facilities where a full-time physician is not viable; their expertise is a valuable asset aboard any ship. However, the holographic doctor is likely to remain an alternative to, rather than a replacement for, Starfleet's dedicated medical staff; however sophisticated the hologram, it is only a computer program, and few people would see it as a substitute for the real thing.

NATURAL DEVELOPMENT

No substitute for experience

The most extensive test of the adaptability of the EMH happens by accident. When the *U.S.S. Voyager NCC-74656* is stranded in the Delta Quadrant, the EMH is the only medic left 'alive'. Designed for short-term emergency use only, he now finds himself having to deal with all of the crew's medical and health needs.

As time goes by, the doctor begins to develop his own personality; he finds it inconvenient that the crew often forget to switch him off when they leave sickbay, and asks for, and is granted, the ability to activate and deactivate his own program. He adds several of his own subroutines, and, after several years of continuous use, is no less a member of the crew than anyone else aboard *Voyager*.

The EMH of the U.S.S. VOYAGER has become a valued member of the ship's crew. His colleagues consider him to be far more than just a computer program.

The Doctor's experiences have led him to develop his own personality, and there is little doubt that he is now a sentient life form. He is capable of showing emotion and has even fallen in love.

FILE 68 STAR TREK: The Original Series

'Spectre of the Gun'

When **Captain Kirk** refuses to be frightened off by the threats of a telepathic race, a landing party from the ***U.S.S. Enterprise NCC-1701*** find themselves in a reproduction of a Wild West frontier town, and are forced to play out the infamous gunfight at the OK Corral.

CAPTAIN'S LOG
STARDATE: 4385.3

"We have transported down to the Melkotian planet, and have encountered conditions which are completely contrary to what we were prepared for."

The ***U.S.S. Enterprise NCC-1701*** is hailed by the **Melkotians**, who order the ship to leave their space. **Captain Kirk** refuses. He takes up standard orbit around the planet below, and beams down, accompanied by **Dr. McCoy**, **Spock**, **Scotty**, and **Chekov**.

The landing party find themselves in a bizarre recreation of Tombstone, a Wild West frontier town that was the scene of a famous gunfight; their **phasers** have been replaced with hand guns and holsters. They are to re-enact the fight, and have been cast in the role of the Clantons – the losing side. A saloon keeper warns them that the Earps, the winning side, are already planning a showdown at five o'clock.

History played out

The Melkotians have surrounded the town with an invisible forcefield to prevent anyone leaving. Kirk suggests finding a way to tranquilize the Earps until after the five o'clock showdown, and McCoy sets about gathering materials. There is a skirmish with the Earps, and Chekov is fatally wounded.

Kirk attempts to persuade the sheriff to stop the fight, but he refuses. The tranquilizer canisters fail to work, and the landing party are transported to the scene of the showdown. Spock realizes that the whole thing is unreal; to survive, they must all be convinced, as he is, that the Earps' bullets cannot kill them.

Kirk instructs Spock to perform a **Vulcan mind-meld** on all the members of the landing party. When the Earps fire on the **Starfleet** officers, the bullets pass through them; soon after, the town disappears. The Melkotians contact the landing party and Kirk explains that their mission is peaceful; the Melkotians are convinced by what they have seen, and return Kirk's team to their ship, where they find Chekov, unhurt.

A Melkotian object orbiting beside the ship begins to emit unstable rays, then explodes. The Melkotians appear on the viewscreen again; this time, they invite Kirk to open diplomatic relations.

STARSHIP FACTS

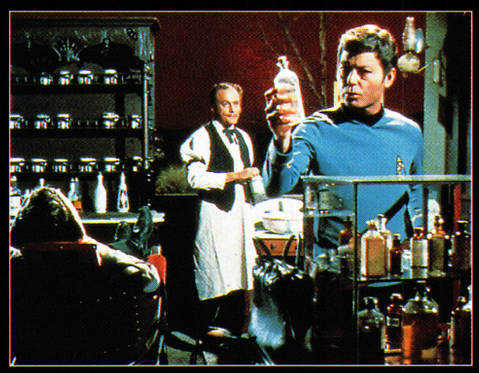
When the Melkotians communicate telepathically, each person 'hears' the message in his or her own language.

ON SCREEN...

1 *A landing party beam down to the Melkotian planet from the U.S.S. ENTERPRISE. The five Starfleet officers materialize in a fog-filled limbo.*

2 *A Melkotian appears against the fog. He communicates telepathically, telling the landing party that they will be punished for disregarding the orders to leave.*

3 *The fog clears to reveal a frontier town from the America of Earth's 19th century, complete with saloon. The party's phasers have been replaced by guns.*



4 *McCoy collects materials for the tranquilizers at the barber's shop, which doubles as a dentist's and general pharmacy. The dentist is the famous Doc Holliday.*

5 *Spock realizes that as nothing is real, the landing party cannot be hurt by the bullets. He mind-melds with each of them to help them see through the illusion.*

6 *The Earps fire, but their bullets have no effect. The ENTERPRISE crew return to their ship; the Melkotians are now convinced they are friendly.*

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FILE 68 STAR TREK: The Original Series

'Elaan of Troyius'

The ***U.S.S. Enterprise*** is to transport the ruler of the planet **Elas** to an arranged marriage with her counterpart on the planet **Troyius**, in the hope that this will bring peace to the warring worlds. If not, the **Troyians** and the **Elasians** have the capability to destroy one another.

CAPTAIN'S LOG
STARDATE: 4372.5

"On a top secret diplomatic mission, the ENTERPRISE has entered the Tellun star system. Maintaining communications blackout, we have taken aboard Petri, ambassador from Troyius, the outer planet, and are now approaching the inner planet, Elas."

Captain Kirk is given orders to assist the **Troyians** with a secret mission. A party beams aboard the ***U.S.S. Enterprise NCC-1701*** from **Elas**, a planet in the same system as **Troyius**, bringing with them **Elaan**, a beautiful woman who demands obedience. **Petri**, the **Troyian** ambassador, explains that **Elaan** is to marry the Troyian ruler in order to bring peace between the two planets; his orders are to civilize her.

Just after the *Enterprise*'s sensors detect a **Klingon** warship, Kirk is called to Elaan's quarters, where he finds Petri lying on the floor with a knife in his back. In sickbay, Petri tells **Nurse Chapel** that when an **Elasian** woman's tears touch a man, he is enslaved to her forever; he determines to warn his ruler against the marriage, and refuses to have anything more to do with Elaan. Kirk is forced to become Elaan's new teacher; she throws her knife at him, too. Meanwhile, the Klingons refuse to answer any hails.

Klingons attack

Elaan confesses she is scared no one will like her, and begins to cry; Kirk touches her tears, and instantly falls under her spell.

Kryton, an Elasian bodyguard, contacts the Klingon vessel from Engineering, but kills himself before the contents of the transmission are discovered. Elaan tries to persuade Kirk to destroy Troyius; aware that he is affected, Kirk asks **McCoy** to find an antidote to her tears.

The Klingon ship closes for an attack; Kryton planted a bomb in the warp engines and removed the **dilithium** crystals. Kirk is unable to function properly, but attempts to persuade the Klingons that the engines and phasers are still operational. As the Klingon ship attacks, Elaan arrives on the bridge wearing her bridal necklace; it contains dilithium crystals, which Scotty uses to repair the warp engines. The Klingon attack is rebuffed, and Elaan is safely delivered to Troyius, where she will begin her new life.

STARSHIP FACTS

As Elaan leaves, she gives her knife to Kirk as a memento. She has learned that people do not wear such things on Troyius.

ON SCREEN...

1 *Elaan's bodyguards beam to the U.S.S. ENTERPRISE ahead of her, to ensure that the ship is safe. When she comes aboard, everyone kneels to receive her.*

2 *Elaan is beautiful, but extremely arrogant and rude. Petri asks the ENTERPRISE crew to tolerate her behavior so that friction is kept to a minimum.*

3 *Elaan does not respond well to Petri's attempts to civilize her; she stabs him in the back. In sickbay, he tells Kirk he wants nothing more to do with her.*

4 *Kirk takes over as Elaan's teacher, but when she becomes upset and he tries to comfort her, he touches her tears and soon falls under her spell.*

5 *Kryton, one of Elaan's bodyguards, kills an engineer and tries to contact the Klingon ship. He kills himself before the crew can discover what he is up to.*

6 *Kryton has removed dilithium crystals, but Scotty is able to repair the damage using jewels from Elaan's necklace. She is then delivered safely to Troyius.*

'Real Life'

The Doctor uses the holodeck to explore the realities of family life and how it may help enhance his bedside manner. Meanwhile, the *U.S.S. Voyager NCC-74656* investigates a new phenomenon, an astral eddy.

CAPTAIN'S LOG
STARDATE 50836.2

"We've had long range communications with a seemingly friendly race known as the Vos. We'll be rendezvousing within the hour at one of their space stations."

The **Doctor** has been experimenting with a computer-generated family on the **holodeck**, in the hope that it will help him to understand his patients a little better. But the family he has created is unrealistically perfect and always do exactly what each of them are meant to do without any arguments.

The ***U.S.S. Voyager NCC-74656*** is scheduled to rendezvous with a **Vostigi** space station, but, when they arrive, they discover that it has been destroyed. After studying its remains, the crew determine that this happened within the last hour. There are no obvious weapon signatures, but **Ensign Harry Kim** detects a strange **subspace** disturbance; **Lieutenant Tom Paris** sets a course to follow it.

While **Chief Engineer B'Elanna Torres** is giving the Doctor a checkup, he tells her about his holofamily and invites her and **Kes** to dinner. Torres is soon horrified by what she sees – the Doctor's family are all perfect geniuses who devote themselves to making him happy. His wife wants the home to be a sanctuary where, at the end of a hard day, the Doctor can forget about all his troubles. In protest at this absurd perfection, Torres freezes the program. She tells the Doctor that no one has a family like this; if he wants to learn anything about family life, he should be a little more realistic. Torres then offers to help modify the program.

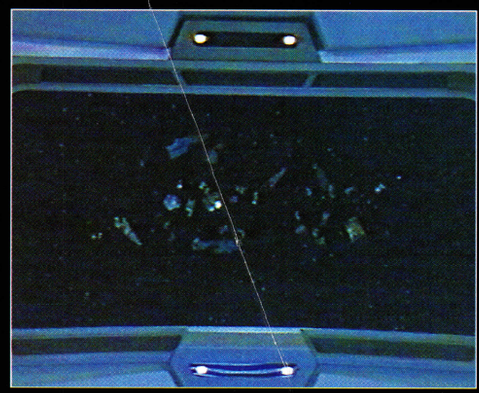
New phenomenon

The particle wake *Voyager* has been following thins out, and they find an enormous disturbance that erupts out of **subspace**. The engines are offline and they can't escape, but the disturbance disappears as suddenly as it appeared. None of the crew have seen anything like this unusual phenomenon, and **Captain Kathryn Janeway** wants to investigate; **Commander Chakotay** reports that it is an astral eddy, and suggests that they could harvest valuable energy from it. Janeway tells the crew to scan subspace to see if they can predict when the next eddy will appear.

B'Elanna adds some randomized and more realistic behavioral routines to the Doctor's family. He is confident he can deal with anything, but when he gets 'home' he finds his house in chaos. His son, Jeffrey, is playing extremely loud and unpleasant

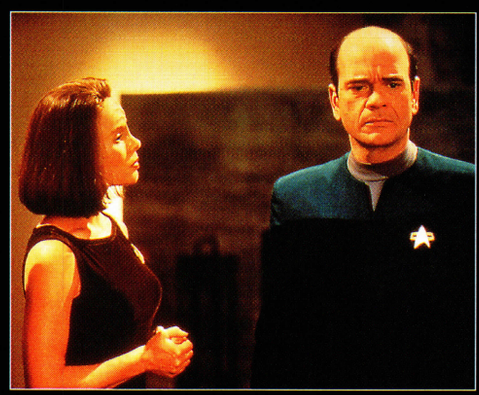
ON SCREEN...

1 *The Doctor is very proud of his new 'family'. Before he leaves for work, they dutifully line up and wish him well for the day; his wife wishes he did not work so hard.*



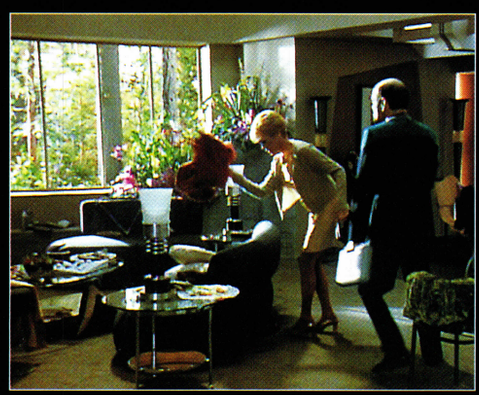
2 *The destroyed Vostigi space station contained 60 scientists. The debris is spread over 80 cubic kilometers; something has recently ripped the station apart.*

3 *B'Elanna Torres and Kes are invited to dinner with the Doctor and his new holofamily. It becomes immediately clear to Torres that this 'family' is too perfect.*



4 *Torres berates the Doctor on how absurd his holofantasy is; he won't learn anything from a bunch of "lollipops". She tells him the 'family' needs a little tweaking.*

5 *After the U.S.S. VOYAGER follows a diminishing particle wake, the eddy emerges out of subspace in front of the ship. VOYAGER is enveloped by the phenomenon.*



6 *When the Doctor reenters his holofamily program, he finds his household in a state of disarray. His wife is going out and his son is listening to loud Klingon music.*

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'Real Life'

Klingon music, his wife is rushing out to speak at the **Bolian** embassy, it is his turn to cook, and his daughter, **Bel**, is looking for her mallet. In the midst of all this, Jeffrey's unruly Klingon friends arrive.

Paris finds Torres in the mess hall, reading a Klingon romance novel. He decides to read it to get some pointers, even though she warns him that Klingons are a little more vigorous than most species. As they eat, another spatial disturbance forms. They head to the bridge, and Paris takes the ship in close enough for them to launch a probe. The telemetry shows that the disturbance exists on the boundary between space and subspace. The probe disappears, but they still manage to receive its transmissions, which show that it has been pulled into an interfold layer between the two realms.

The disturbance is generating an enormous amount of plasma, which could be very valuable to the crew, but they can't use *Voyager*'s **bussard collectors** to harvest the plasma as their power emissions are so powerful they would corrupt the particles. Tom suggests taking a shuttle in to collect the plasma, and Janeway agrees.

The Doctor calls a family meeting and sets out some new house rules. He rearranges his wife's lecture nights, moves Bel on to the second team for **parisees squares**, and tells Jeffrey to stop seeing his Klingon friends. None of his family are happy, and his wife tells him he should have consulted them. She and Jeffrey walk out in different directions. When the Doctor seems to despair, Bel tells him that she loves him and, if it will help, she will be on the second team.

Taking a closer look

Tom Paris's shuttle enters the wake of the next eddy when it dissipates, and begins to collect plasma, but another eddy forms and he is pulled in. When the second eddy dissipates, he finds himself trapped in an interfold layer between space and subspace. With a little work, Harry manages to make contact with him.

The Doctor is finding it difficult to concentrate on his work, and tells Kes that he is having problems at home. She suggests he spend the afternoon with his family. When he arrives, he finds Jeffrey and his friends preparing to perform a Klingon wounding ceremony. When he forces the two Klingons to leave and confronts Jeffrey, his son shouts at him and tells him he is leaving home. Jeffrey has barely left when the Doctor gets a message from his wife; Bel has been badly injured while playing parisees squares.

The Doctor tries to help save his daughter, but there is nothing he can do, and he has to tell his wife that Bel is going to die; she rushes out in tears. Bel calls out to him, but he cannot cope with the pain, and ends the program.

Paris has decided that the only way to escape from the interfold layer is to fly into one of the eddies that is forming, thus exiting the phenomenon much the same way as he had entered it. The eddy he chooses turns out to be particularly large, and *Voyager* can only just stand the turbulence. They manage to beam Paris to safety just before the shuttle's hull breaches.

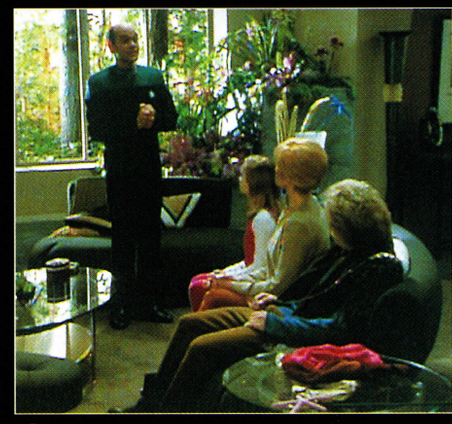
While he is treating Tom's wounds, the Doctor is clearly suffering. He tells Paris what has happened to Bel, and Tom persuades him that he should let the program run its course in order to truly appreciate family life. Also, this will be the only chance he has to say goodbye to his daughter. The Doctor takes Tom's advice and reactivates the program. His wife and Jeffrey arrive, and the whole family spend Bel's last moments together.

STARSHIP FACTS

Torres's modifications to the Doctor's holofamily program are randomized behavioral algorithms, causing events to unfold as a natural series of probabilities.

ON SCREEN...

7 ***While Paris and Torres are talking in the mess hall, another eddy appears in the distance. They are called to the bridge.***

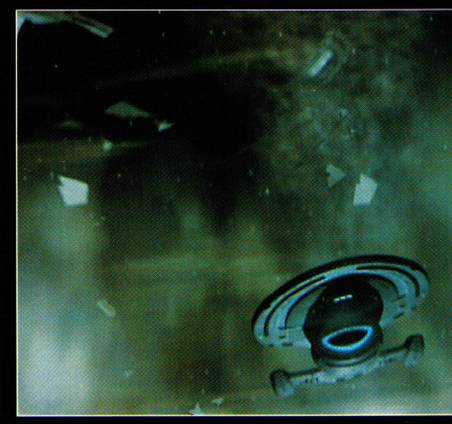


8 ***The Doctor arranges a family meeting. As the husband and father, he feels he must set some parameters for his family.***

9 ***Collecting plasma, Paris is sucked into a new wake. Inside, he finds even more amazing and strange phenomena.***

10 ***Jeffrey wants to perform the kut'luch, a Klingon bloodletting ceremony. The Doctor is horrified by his son's intentions.***

11 ***Bel is seriously injured playing parisees squares; the Doctor is unable to face her imminent death, and ends the program.***



12 ***The VOYAGER rescues Paris from the eddy. Once back on ship, Paris convinces the Doctor to finish his program.***

G continued

gift box, Betazoid A **Betazoid** parcel carrying an important or valuable gift. On one side, a face comes alive briefly to deliver a message to the gift's recipient. (*Starship Log:* 'Haven' [TNG]) ***SEE FILES 18, 69***

gigajoule A unit of measurement for electrical, mechanical, and thermal energy. A gigajoule is 1,000,000,000 joules. (*Starship Log:* 'Business As Usual' [VOY]) ***SEE FILES 3, 71***

gigaquad A unit of information storage capacity, containing one billion quads. In 2373, **Dr. Zimmerman** was disturbed to discover that the ***U.S.S Voyager***'s **EMH**'s personality subroutine had ballooned to 15,000 gigaquads, or 1.5 teraquads. (*Starship Log:* 'Twisted' [VOY]) ***SEE FILES 3, 71***

Giger, Dr. Elias This slightly unstable human inventor outbid **Jake** and **Nog** for a 1951 baseball card of Willie Mays, then offered to trade it for supplies needed for his **Cellular Regeneration and Entertainment Chamber**. (*Starship Log:* 'In the Cards' [DS9]) ***SEE FILES 58, 65, 70***

Dr. Giger invented the Cellular Regeneration and Entertainment Chamber to achieve immortality.

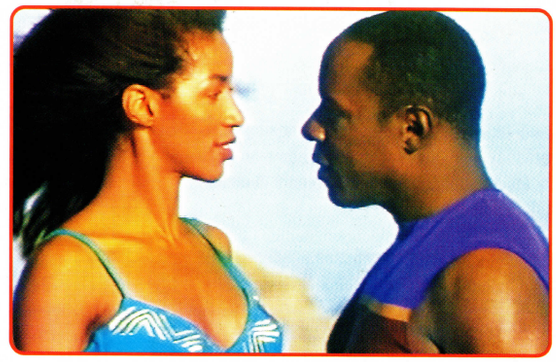
Gigolo, The **Holocharacter** in **Sandrine's Bar**, easily identifiable by his strange accent, and his relentless pursuit of women. He attempted to romance **Captain Janeway** when she visited the program in 2371. (*Starship Log:* 'The Cloud' [VOY]) ***SEE FILES 29, 71***

gik'tal challenge A fictional **Klingon** ritual, invented by **Worf** to test the commitment and mettle of **Ensign Sito Jaxa** before she was sent on a difficult and sensitive mission. (*Starship Log:* 'Lower Decks' [TNG]) ***SEE FILES 43, 69***

Giles Belt Following **Data**'s abduction in 2366, this asteroid belt was one possible destination of **Kivas Fajo**'s ship, the ***Jovis***. (*Starship Log:* 'The Most Toys' [TNG]) ***SEE FILES 3, 69***

Gilgamesh Semidivine king of a Babylonian city on ancient Earth, and hero of a mythic saga of an epic flood and eternal youth. **Captain Picard** told the **Tamarian Captain Dathon** one of Gilgamesh's tales in 2368. (*Starship Log:* 'Darmok' [TNG]) ***SEE FILES 18, 69***

Gilgo Beach Seashore recreation area on Earth, where **Benjamin Sisko** first encountered **Jennifer**, his wife-to-be, in the early 2350's. (*Starship Log:* 'Emissary' [DS9]) ***SEE FILES 43, 70***



In one of the orb visions experienced by Ben Sisko, he found himself on Gilgo Beach.

Gilhouly, Admiral Commander of a **Starfleet** task force that joined **Captain Sisko**'s forces in defending ***Deep Space Nine*** against an expected **Dominion** assault in 2373. (*Starship Log:* 'By Inferno's Light' [DS9]) ***SEE FILES 19, 70***

Gill, John Federation cultural observer. In the late 2260's, Gill attempted a social experiment on **Ekos**, modeling the planet's society on the Nazi regime of Earth's mid 20th century. (*Starship Log:* 'Patterns of Force' [TOS]) ***SEE FILES 18, 68***

Gillespie, Chief Friend of **Miles O'Brien** while the two served aboard the ***U.S.S. Enterprise NCC-1701-D***. In the grip of paranoia, caused by a lack of REM sleep, Gillespie nearly started a riot in **Ten-Forward**. (*Starship Log:* 'Night Terrors' [TNG]) ***SEE FILES 25, 69***

Gilora Rejal This **Cardassian** scientist was part of a team that assisted ***Deep Space Nine*** personnel in the deployment of a **subspace** relay. Cultural confusion led her to erroneously believe **Chief O'Brien** was pursuing her sexually. (*Starship Log:* 'Destiny' [DS9]) ***SEE FILES 13, 43, 50, 70***

gilvos SEE **Corvan gilvos**

gimme San Francisco colloquialism for someone seeking employment or shelter in the **Sanctuary Districts** of Earth's early 21st century. Although originally an impolite term, it was later used without any pejorative implications. (*Starship Log:* 'Past Tense', Parts I and II [DS9]) ***SEE FILES 7, 70***

gin rummy An Earth game using a deck of playing cards. **Chakotay** was frustrated, and amazed, by **Tuvok**'s skill at the game when they played during a late-night shift in 2371. Also referred to as 'gin.' (*Starship Log:* 'State of Flux' [VOY]) ***SEE FILES 7, 71***

gin'tak A **Klingon** advisor so trusted that he or she is welcomed as a member of the family. (*Starship Log:* 'Firstborn' [TNG]) ***SEE FILES 11, 69***

ginger Family of tropical Earth plants, with about 1300 species, cultivated for flavoring. **Neelix** replicated ginger for **Officer Nogami** from the 37's planet in 2371. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***

gift box, Betazoid
gigajoule
gigaquad
Giger, Dr. Elias
Gigolo, The
gik'tal challenge
Giles Belt
Gilgamesh
Gilgo Beach
Gilhouly, Admiral
Gill, John
Gillespie, Chief
Gilora Rejal
gilvos
gimme
gin rummy
gin'tak
ginger
ginger tea
Ginsberg, Maury
Gint
Giotto, Lieutenant Commander
Giusti, Ensign
gladst
Gladstone, Miss
glass beads
glavin
Gleason, Captain
Gleason, Ensign
glebbening
glial cells
glide trajectory
Glidia
glinn
glob fly

John Gill mistakenly thought he could introduce only the good elements of Nazi Germany to Ekos.

Gilora Rejal mistook Chief O'Brien's gruff nature for flirting.

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ginger tea Beverage steeped from the root of the ginger plant. Hot ginger tea was an effective medicine for certain viral infections of the respiratory passages, according to **Jean-Luc Picard**'s **Aunt Adele**. (*Starship Log:* 'Ensign Ro' [TNG]) ***SEE FILE 69***

Ginsberg, Maury Follow-spot operator at Earth's legendary 1969 Woodstock concert. **Quinn**, a member of the **Q**, gave Ginsberg a lift in a jeep, permitting the event to continue as scheduled, and also acquainted Ginsberg with his future wife. (*Starship Log:* 'Death Wish' [VOY]) ***SEE FILE 71***

Maury Ginsberg was one of several people important to Earth's history who was influenced by Quinn, a Q who eventually took his own life.

Gint In **Ferengi** history, Gint was the first **Grand Nagus**, and set down the **Rules of Acquisition**. They had existed before this as loose pointers to Ferengi cultural values, but Gint codified them. He numbered the first rule 162, creating an immediate demand for the previous 161. (*Starship Log:* 'Body Parts' [DS9]) ***SEE FILES 14, 70***

Giotto, Lieutenant Commander Member of the ***U.S.S. Enterprise NCC-1701*** security team during the search for the **Horta** on **Janus VI**. (*Starship Log:* 'The Devil in the Dark' [TOS]) ***SEE FILES 20, 68***

Giusti, Ensign **Starfleet** officer aboard the ***U.S.S. Enterprise NCC-1701-D***. She was stationed at ops during the ship's encounter with **Arctus Baran** early in 2370. (*Starship Log:* 'Gambit', Parts I and II [TNG]) ***SEE FILES 25, 69***

Ensign Giusti could often be found on the bridge of the U.S.S. ENTERPRISE during 2370.

gladst This **Klingon** salad vegetable can be eaten with or without sauce. (*Starship Log:* 'Melora' [DS9]) ***SEE FILES 11, 70***

Gladstone, Miss Elementary-school teacher, stationed aboard the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Child' [TNG]) ***SEE FILES 25, 69***

glass beads Arms dealer **Hagath** was pleasantly surprised by how much money he made investing in **Andarian** glass beads. (*Starship Log:* 'Business As Usual' [DS9]) ***SEE FILE 70***

glavin This ritual weapon from **Ligon II** is a large glove, covered with poison-tipped spines. (*Starship Log:* 'Code of Honor' [TNG]) ***SEE FILES 18, 60, 69***

The glavin is used in traditional fights. If the combatant is touched by the poison tips, death soon follows.

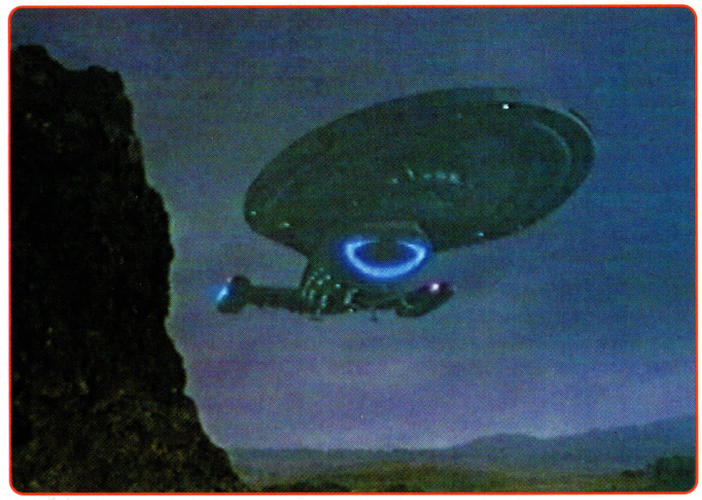
Gleason, Captain Commanding officer of the ***U.S.S. Zhukov NCC-62136*** at the time of **Reginald Barclay**'s transfer from that ship to the ***U.S.S. Enterprise NCC-1701-D*** in 2366. (*Starship Log:* 'Hollow Pursuits' [TNG]) ***SEE FILES 19, 43, 69***

Gleason, Ensign Officer stationed at ops on the ***U.S.S. Enterprise NCC-1701-D*** battle bridge during the rescue of **Captain Picard** from the **Borg** in 2367. (*Starship Log:* 'The Best of Both Worlds', Part II [TNG]) ***SEE FILES 25, 69***

glebbening One of more than 178 ways in the **Ferengi** language to describe atmospheric precipitation. Noting the torrential, and uncharacteristic, rain on **Risa** in 2373, **Quark** told **Dax**, "it's glebbening out there." (*Starship Log:* 'Let He Who is Without Sin ...' [DS9]) ***SEE FILES 14, 70***

glial cells Neurological support tissue, important to an organism when it reacts to injury or illness. (*Starship Log:* 'The Passenger' [DS9]) ***SEE FILE 70***

glide trajectory The path of descent of a spacecraft, often delineated by a transmission from a given point on a planetary surface, during landings in especially turbulent atmospheres. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***



The U.S.S. VOYAGER NCC-74656 followed a glide trajectory as it descended to the surface of the Briori homeworld on Stardate 48975.1

Glidia A **Dabo** girl employed at **Quark's bar** in 2372. At Worf's extradition hearing, **Quark** testified to the Klingon advocate **Ch'Pok** that he witnessed **Dr. Bashir** attempting to pick up Glidia, although it might have been either **Midia** or **Etheria**. (*Starship Log:* 'Rules of Engagement' [DS9]) ***SEE FILES 27, 70***

glinn A **Cardassian** military rank, lower in station than both **legate** and **gul**. It is possibly an equivalent of lieutenant or corporal. (*Starship Log:* 'The Wounded' [TNG]; 'Soldiers of the Empire' [DS9]) ***SEE FILES 13, 50, 69, 70***

glob fly Diminutive winged insect native to the **Klingon homeworld**. The glob is notable for its annoying drone, although it is unable to bite or sting. (*Starship Log:* 'The Outrageous Okona' [TNG]) ***SEE FILES 11, 69***